BEYOND
THE
MILKY WAY
A One-on-One Setting Module
by Richard D. Anderson

This game is dedicated to Chris Rocha, Faye Keller Anderson, and dozens of playtesters from Dragon Con, NecronomiCon, and the old neighborhood gaming store back in Tampa.

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Beyond the Milky Way

a One-on-One Setting Module

by Richard “Voidrider” Anderson

Author's Forward

The original game book for Beyond the Milky Way (BTMW) was written over a feverish weekend in 1990; three days of nonstop writing while my two roommates patiently waited, after being teased by a few ideas I permitted them to know. Its 60-odd pages were greatly influenced by media from our childhood and that era: The Hitchhiker's Guide to the Galaxy, the movie Heavy Metal, Moebius' The Incal, and The Secret of NIMH. It was also a direct homage to original AD&D and took much of its mechanics structure from it. I had no idea I was essentially creating an OSR game far before that term even existed.

BTMW has traveled a good amount, having been presented to many players, both at home and at a score of game conventions in the southeast US over many years. What you have now is a rebirth of the game, using the One-on-One RPG system in place of the D&D clone. Same science-fantasy universe, same mix of wacky ideas that are trying to take themselves seriously. It holds a special place in my heart because my best friends played it with me for a long time, contributed to it, and sweated over deadlines with me. Even my wife (gf at the time) supported the convention runs in cosplay, which was also unheard of at the time. Having a pretty little redhead in space fantasy outfits definitely helped me get playtesters!

This book serves as a complete science-fantasy game setting, with an appendix that provides the core One-on-One RPG rules and mechanics. Character creation, setting specific character professions, magic, psionics, starship and planetary rules, and any modified One-on-One RPG mechanics are delineated throughout the text. If you don't see mechanics that you are looking for, simply refer to the included appendix for guidance.

I hope you enjoy the setting module! I am more than happy to receive feedback or questions regarding it. Thank you for your interest.

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Introduction

There are worlds where the stars seem close enough to touch, and worlds where a person can live an entire life under smoke, station-lights, jungle canopy, or storm-churned cloud and scarcely think about the sky at all. There are trade ports where ten tongues mingle over fuel contracts and bad liquor, and dead places where the wind moves through ancient ruins as if it remembers a civilization no living scholar can name with confidence. There are military roads, outlaw lanes, sacred groves, machine cities, dust seas, black markets, noble courts, salvage fields, prison moons, and forgotten research sites that should have stayed forgotten.

This is **Beyond the Milky Way**.

It is a science-fantasy setting shaped by old catastrophe, long distance, broken memory, ambition, and survival. Starships cross the dark between worlds. Magic is real, studied, feared, and bought. Psionic force whispers at the edge of certainty. Ancient relics sleep in buried vaults. Traders move wealth between worlds that mistrust one another. Soldiers keep borders that never stay quiet for long. Pirates thrive where law thins. Machine intelligences build their own futures. Mutants endure where better-protected peoples would have died. Whole cultures cling to truths that may be incomplete, convenient, sacred, or dangerous.

And through all of it move the people who matter most to play: the ones close enough to the problem to bleed on it.

Beyond the Milky Way is not meant to be admired only from a distance. It is meant to be entered. It is built for stories of travel, danger, discovery, loyalties tested under pressure, and the hard practical choices that come when survival, profit, duty, and conscience refuse to point in the same direction. It has room for blaster fire in a cargo bay, a duel in a noble hall, a smuggled relic in a false-bottom crate, a mage quietly preparing a ward while the ship descends into storm, a medic trying to save one more life in a frontier clinic, or a tracker reading fresh sign at the edge of a jungle no one honest should have entered.

The scale is galactic. The stories are personal.

As a setting module for the **One-on-One RPG** system, Beyond the Milky Way is written with a clear focus on intimate, character-driven play inside a much larger world. The great empires, trade networks, machine polities, magical orders, pirate routes, frontier settlements, and hidden ruins of the setting all matter—but they are encountered through the lives of particular people. A single protagonist and their closest ally can carry a whole campaign here because the setting is full of places where one good decision, one terrible mistake, one surviving witness, one stolen chart, or one unopened crate can change everything that follows.

This is not a universe where a hero must command armies to matter. Sometimes they only need to be the person standing in the right doorway when the truth finally arrives.

The long history behind the setting is full of fracture. Humanity's origin lies buried beneath war, diaspora, ruin, mutation, and centuries of half-remembered reinvention. Worlds once tied together lost contact, changed, hardened, forgot, rebuilt, and turned necessity into culture. Terra became more than a birthplace; it became a wound, a throne, and an argument. Colonies raised in isolation developed their own governments, habits, doctrines, and myths. Rats rose into power and called themselves Terrans. C'Croach carried exile forward as inheritance. BOTs passed from service into selfhood and built ordered machine societies on worlds of their own. Human worlds diverged, allied, competed, traded, and endured. Some embraced military strength. Some trade. Some arcane mastery. Some survival by grit and compromise.

That is one of the setting's strengths. Beyond the Milky Way does not divide itself cleanly into good worlds and bad ones, civilized powers and barbaric margins, progress and decay. It is more lived-in than that. The great ports are full of wealth, vice, diplomacy, regulation, and thieves. Frontier worlds can be brutal, but also honest in ways richer planets rarely are. Military power keeps some routes safe and others afraid. Magic illuminates, protects, enriches, and corrupts. Machine order can look admirable from one angle and chilling from another. There are holy places that deserve reverence, and holy places funded by people who deserve nothing. There are governments that maintain stability by ugly means, criminals with better instincts than officials, scholars who dig too greedily into ruins, and mercenaries who end up being the only dependable people in a hundred miles.

The result is a setting that feels broad without becoming vague. Worlds differ. Peoples differ. A person from Asgard should not feel like a person from Sanctuary. A Terran exile does not move through the same rooms the way a Concordian doctor does. A BOT technician, a C'Croach scout, a mutant wanderer, a Charm-trained mage, and a pirate from Shadow may all begin in the same docking district and still carry entirely different assumptions about danger, authority, money, loyalty, and what kind of trouble is worth taking on.

That difference matters. It gives the setting texture.

So does the mixture of influences at work in everyday life. This is a universe where advanced tools and old ritual belong beside one another without apology. A ship captain may trust a damaged navigation slate, a veteran route instinct, and a mage's warning all at once. A relic vault may be sealed by both forgotten mechanism and magical geometry. A medic may rely on synth injectors, learned diagnosis, and a warded operating space in the same desperate hour. A weapon may be factory-made, hand-modified, shard-tuned, or passed down through three violent generations of one family. Some things are bought through contracts. Some are inherited. Some are stolen. Some are taught. Some are awakened.

That shared presence of technology, mysticism, and lived frontier practicality is central to the tone of the setting. Beyond the Milky Way is not sleek, sterile futurism. It is not a dreamland either. It is a place of ship grease, old faith, machine logic, trade etiquette, field medicine, atmospheric storms, psionic unease, military discipline, and rare moments of terrible beauty. It is polished in some places, ragged in others, and dangerous almost everywhere if one walks through it carelessly.

The people of the setting know this. That is why professions matter so much. Not simply because they define what a protagonist does, but because they define how that protagonist has learned to survive. A trader reads a port differently than a marine does. A rogue sees access where others see walls. A doctor notices symptoms before anyone else notices fear. A mage notices the room itself is wrong. A traveler knows the map is lying by the way the locals talk about the road. A duelist changes the emotional balance of a conversation just by resting one hand near their sidearm. A tech hears failure in a machine before anyone else smells smoke.

These people are not abstractions. They are the lifeblood of the setting.

So are the bonds between them. Beyond the Milky Way works best when played as a world of relationships under pressure: comradeship, debt, mentorship, rivalry, family expectation, faction loyalty, professional obligation, old guilt, wary partnership, reluctant trust. The Companion at a protagonist's side is not there to fill space. They are there because stories in this setting grow sharper when someone else is present to witness the choice, challenge the decision, carry the wounded, ask the question no one wants asked, or remind the protagonist what kind of person they claimed to be three worlds ago.

That personal scale is not a limitation. It is the point. Grand politics and ancient histories are most powerful when they are forced to pass through human-sized moments: a document recovered, a patrol survived, a spell learned, a betrayal confirmed, a route chosen, a prisoner spared, a cargo hold opened, a false identity maintained one minute longer than is comfortable. The setting gives those moments weight because the world around them is big enough to echo.

It also gives them danger. Beyond the Milky Way is not gentle. A bad storm can kill as efficiently as a gunfight. An ill-chosen route can turn a trader into salvage. A magical mistake can linger long after the caster is dead. A psionic breach can leave a person unsure whether their thoughts are still their own. A pirate attack, a failed deal, a ruined engine, a false friend, a compromised official, an unwise relic purchase, a cracked environmental seal, a wrong question in the wrong district—these things can all become the beginning of a campaign or the end of one.

That is why the setting thrives on competence. Not invulnerability, not endless power, but competence. The people worth following here are capable. They know things. They have survived enough to acquire habits, skill, caution, scars, and stubbornness. Even at the beginning of a campaign they should feel like they belong to this galaxy rather than having fallen into it by accident. They know how to move, how to watch, how to negotiate, how to endure, how to hide, how to fight if they must, and how to keep going when the plan becomes smoke.

That does not make them safe. It makes them worth watching.

Beyond the Milky Way can hold many kinds of stories. A campaign may center on trade routes, frontier medicine, Imperial pressure, magical study, relic recovery, pirate predation, espionage, outlaw survival, political intrigue, machine diplomacy, or long-range exploration. It can begin in a respectable starport or a wreck field. It can stay near one world or range across many. It can be gritty, elegant, romantic, mercenary, haunted, or hopeful. What holds it together is not a single plot but a single sense of place: a galaxy old enough to have layers, dangerous enough to stay interesting, and broad enough that almost any kind of trouble can find a home in it.

That is what this module is for.

It exists to give the One-on-One RPG system a full-bodied science-fantasy setting with enough reach for wonder and enough weight for consequence. It is meant to support hard-traveled duos, dangerous professions, distinctive worlds, practical gear, meaningful skills, strange powers, and the kind of campaign where a ship's hold, a private promise, a sealed ruin, or a border checkpoint can all matter as much as a battlefield if the right people are present.

Your protagonist begins somewhere inside that vastness. Maybe on a world they are trying to leave. Maybe on a ship already in debt. Maybe in uniform. Maybe under suspicion. Maybe with a teacher's warning still fresh in memory. Maybe with a companion who trusts them too much, or not quite enough. Maybe with a route to follow, a secret to protect, a job to finish, a relic to hide, a faction to outrun, or a past that has finally caught up with them at the dock.

Wherever they begin, the universe does not pause for them.

And that is exactly why their story matters.

Original Timeline

The following is the original, slightly vague, slightly humorous timeline of BTMW from 1993:

SO LONG AGO THAT NO ONE REMEMBERS, the humans of Terra were involved in an intercolonial war (referred to as the Third World War). The planet Terra was ravaged, leaving only the rats and the cockroaches. The colonies of Scourge and Xam had some human survivors who became the first mutants. The human colonists of Asgard and Concordia, having no Terran support, were required to fend for themselves with what little technology they had. Generations passed and the humans forgot their true origins.

A REALLY LONG TIME AGO, the mutated rats and cockroaches (now called C'Croach) of Terra began to mass in primitive societies after scavenging technology from the blasted Terran cities. The mutants of the dead worlds were too busy bashing each other's heads in to worry about societies. Robots (BOTs) originally serving the colonists from Terra piloted a starship from Xam in search of humanity. Eventually they ran out of fuel and landed on Varga. Resigned to their fate, the robots improved their technology, which later led to the invention of a sapient computer mind. The humans of Concordia had a social schism involving the People's Republic and a group of syndics.

A LONG, LONG TIME AGO, the rats of Terra established a monarchy and began production of high technology, including starships. Likewise, the humans of Asgard and Concordia began starship explorations and soon Nirvana was colonized. The syndics of Concordia, unhappy with their lives, planned to leave to find their own world. Asgardians and Concordians soon encountered each other and formed an unconditional alliance. The BOTs, having had star drive technology for sometime, began colonization of the planets Cobalt and Dallon.

A LONG TIME AGO, before beginning an extensive program of planetary exploration and colonization, the Terrans drove the C'Croach from Terra and claimed it for themselves. The C'Croach, now homeless, wandered aimlessly in their gigantic starships until Invernus was discovered. During this time, the Terrans colonized Haven and Prism, the Concordian syndics discovered the planet Sanctuary, the people of Nirvana colonized Amber, and the Asgardians began sending scouts to the planets Scourge, Sparta, and Necros. Towards the end of this period the Asgardians began working with the mutants of Scourge, in effect raising the tech level of the "Deevs" and allowing them to move between the planets. Aside from some racism from the humans, this worked rather well. Soon, the first Terran and human encounter occurred. After a brief conflict, the Terrans deemed Scourge a useless planet and left. The Terrans did, however, maintain constant patrols in the area.

A WHILE BACK, the monarch of Terra was replaced by a militaristic ruler who transformed the monarchy into an Empire. The planets Thanus and Invernus were colonized by the Terrans. The C'Croach on Invernus were discovered and, once again, driven away, though this time much more violently. It is believed that some

C'Croach still dwell there. The humans of Sanctuary established a syndocracy (a government based on capitalism and ran by merchants) and later formed a trade agreement with the BOTs of Dallon. A starship full of mages from Sanctuary discovered and colonized Charm with future plans of forming a magocracy (a government ran by magic-users). More and more confrontations arose from encounters between the humans and the Terran Empire. Diplomats from Concordia planned to have peace talks with the Empire, hoping to end the hostilities. A unit of mercenaries from Asgard, led by the famous space marine, Maxus Webb, was formed, calling itself the "Asgardian Annihilators".

NOT SO LONG AGO, the human worlds and the Terran Empire formed a shaky truce of sorts. The Terrans built three star ports in order to regulate trade between other worlds. Terran ships began patrolling all areas between the star ports. Sanctuary became the largest trade center of the known worlds, and even worked out a trade route to Concordia. The "Annihilators", no longer involved in combat with Terra, hired themselves out by contract. The BOTs began working with the humans on other worlds.

JUST THE OTHER DAY, recent rumors indicate that the Terran Empire may intend to expand their holdings. Syndics from Sanctuary seem to have their eyes on Fandri, the mining planet of the Trogs. Serbus Gareth, the mage-seer of Charm, foretells the coming of a new alien race. On Concordia, a group of religious fanatics have arisen, spreading the belief that the human race actually came from Terra, and performing terrorism within the Terran Empire's borders.

Chapter One: Character Creation

The Known Worlds do not produce gentle people by accident.

A person born under the banners of the Terran Empire learns early that power watches, records, and remembers. A child of Asgard grows up among crests, hard winters, and the expectation that strength must

be proven. A trader's heir on Sanctuary may learn contracts before prayer. A mutant from Scourge or Sparta learns that survival is not abstract and that the weak are often insulted before they are buried. A mage of Charm grows within a world where power is studied, named, and feared properly. A BOT errant may begin existence with a serial designation and end it with a self-chosen soul.

This is the scale of life in **Beyond the Milky Way**.

Your protagonist is not an ordinary bystander. They are someone capable of crossing worlds, surviving danger, shaping events, and standing at the point where trade, war, magic, crime, loyalty, and old history collide. Character creation in this setting is therefore not about building a blank adventurer. It is about deciding **who this person already is** before the story opens—and what kind of future they are prepared to seize, survive, or ruin.

The steps below guide you through creating a starting protagonist for **Beyond the Milky Way** using the **One-on-One RPG** framework adapted for this setting.

Character Creation Overview

Create your protagonist in the following order:

1. **Choose Culture**
2. **Choose Profession**
3. **Generate Primary Attributes**
4. **Derive Power and/or Psyche** (if relevant)
5. **Select Skills and Set Skill Bases**
6. **Distribute Skill Points**
7. **Finalize Skills**
8. **Establish Destiny**
9. **Take Tools and Starting Gear**
10. **Select a Companion**
11. **Establish Starting Location**
12. **Review the Final Checklist**

Each step builds on the ones before it. Culture shapes outlook and possibility. Profession determines much of your starting skill identity and practical life. Attributes define natural capacity. Skills tell us what your protagonist can actually do when events become dangerous. Gear, Destiny, and starting position then turn that person into someone ready to enter play.

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1. Choose Culture (Chapter Two)

The first step is choosing your protagonist's people.

In **Beyond the Milky Way**, race is never just appearance. It shapes how strangers see you, what world-histories cling to your name, what social assumptions precede you into a room, and what kind of burdens or gifts your body and culture may carry. A Terran, Human, BOT, C'Croach, or Mutant protagonist can begin with the same profession and still feel radically different in play.

The major peoples available to most campaigns are:

- **Human**
- **Terran**
- **BOT**
- **C'Croach**
- **Mutant**

Your race affects:

- setting identity
- likely homeworld and faction ties
- social treatment
- racial cash bonus
- any setting restrictions on professions or special paths

A Few Important Culture Notes

- **Humans** are the broadest and most socially flexible protagonists in the setting. They can come from many worlds and cultures.
- **Terrans** often begin with stronger material footing, but they also carry the burden of Imperial identity whether they support it or not.
- **BOTs** are synthetic beings with machine-centered social background and often a more technical or functional life perspective.
- **C'Croach** protagonists carry the memory of exile and species-wide hostility toward Terran power.
- **Mutants** are often the most visibly marked by harsh worlds, strange lineages, survival culture, and potential mutation-based distinctiveness.

Standard Profession Restriction

Only **Humans** and **Terrans** may normally begin play as **Mages**, unless the Director has a very specific setting exception in mind.

Starting Money Bonus by Race

After rolling profession starting cash later in creation, apply the racial bonus:

- **Human**: +50 credits
- **BOT**: +100 credits

- **Mutant**: +0 credits
- **Terran**: +100 dollars
- **C'Croach**: +0 credits

Starting Currency

- **Terrans** begin with **Terran dollars**
- all others begin with **Concordian credit chips**, unless the Director rules otherwise for background reasons

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2. Choose Profession (Chapter Three)

Your profession is your protagonist's practical identity at the start of play. It tells us how they survived before the campaign began, what type of work they have done, what sort of skills and tools they are expected to possess, and what social role they most naturally occupy.

Every protagonist begins play with **a profession of their choice**, so long as that profession is not restricted by setting logic.

The professions are grouped into four broad classes:

Warrior

- **Space Marine**
- **Soldier of Fortune**
- **Duelist**

Journeyman

- **Trader**
- **Traveler**
- **Entertainer**

Outlaw

- **Rogue**
- **Killer**
- **Pirate**

Scientist

- **Doctor**
- **Mage**
- **Tech**

Profession determines:

- automatic starting skills
- expected tools and gear
- starting money formula
- broad role in the setting

Profession does **not** lock your protagonist into a lifetime path. Over campaign play, a character may learn new skills, grow into a new professional identity, or leave an old one behind. But at the beginning of the story, profession answers a very useful question:

What kind of person are you when trouble begins?

A marine begins with structure.
A rogue begins with access.
A trader begins with movement.
A doctor begins with responsibility.
A mage begins with dangerous knowledge.
A pirate begins with appetite, crew, or both.

Choose the profession that best reflects who your protagonist already is when the first scene opens.

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3. Generate Primary Attributes

Every protagonist has six primary Attributes. These are broad measures of raw capability rather than trained skill. They tell us what the character is naturally good at, what kinds of strain they endure well, and which directions their talent tends to flow.

The standard Attributes in One-on-One are:

- **Might (MGT)**
- **Grace (GRC)**
- **Endurance (END)**
- **Awareness (AWR)**
- **Intellect (INT)**
- **Presence (PRE)**

Use either following method:

Quick Attribute Allocation

For fast character creation, assign the following values among the six Attributes:

70, 65, 60, 55, 50, 45

Place the highest values in the areas most important to the Protagonist's concept. A warrior might favor Might, Endurance, and Awareness. A scholar-mage might favor Intellect, Presence, and Awareness. A scout, thief, duelist, or pilot might place Grace near the top.

Point Allocation

For more customized character creation, distribute **345 points** among the six Attributes.

Unless the module states otherwise, no Attribute should begin below **40** or above **80** during character creation. This keeps beginning Protagonists grounded while still allowing clear strengths and weaknesses.

Use your table's standard **One-on-One** method to generate these Attributes. This module assumes the standard One-on-One attribute structure and scale.

Once generated, record all six clearly. They will influence:

- direct Attribute tests
- Skill Bases
- some profession flavor
- Power for magical characters

Might (MGT)

Might measures physical power, leverage, brute force, and bodily authority. It governs lifting, forcing, breaking, carrying, grappling, and any action where raw strength matters more than finesse.

Use Might when:

- forcing open a damaged hatch
- climbing by sheer pull and grip
- wrestling a target to the floor
- carrying a wounded companion
- controlling heavy recoil or brute mechanical strain

A high Might protagonist may be physically imposing, dense with muscle, built for hard labor, or simply stronger than they look.

Grace (GRC)

Grace measures agility, coordination, speed, balance, manual finesse, and bodily precision. It governs shooting, evasion, acrobatics, stealth movement, controlled melee, and skilled motion where exactness matters more than force.

Use Grace when:

- firing a pistol in close quarters

- slipping through a narrow maintenance shaft
- moving quietly past alert guards
- landing safely after a leap
- piloting a ship through difficult maneuvering

A high Grace protagonist often moves with confidence, economy, or elegance—even when the style is rough rather than refined.

Endurance (END)

Endurance measures stamina, bodily resilience, pain tolerance, fatigue resistance, and the ability to keep functioning under sustained strain. It governs survival against weather, long hardship, physical punishment, void gear stress, and all the moments when the body simply has to keep going.

Use Endurance when:

- staying upright after injury
- marching through harsh weather
- operating in armor for long periods
- enduring hunger, cold, heat, or exhaustion
- functioning in a vacc-suit under stress

A high Endurance protagonist may be hard-bodied, stubborn, difficult to wear down, or simply built to last where others begin to fold.

Awareness (AWR)

Awareness measures alertness, observation, instinct, sensory sharpness, and environmental reading. It governs noticing danger, reading a room, tracking movement, sensing when something is wrong, and catching details before they become disasters.

Use Awareness when:

- spotting concealed movement
- noticing a trap, lie, or hidden weapon
- tracking a target over rough ground
- searching for clues
- reading danger in a starport district before violence begins

A high Awareness protagonist often feels difficult to surprise. They read people, spaces, and threats quickly, sometimes before they can explain why.

Intellect (INT)

Intellect measures reason, study, memory, technical understanding, magical scholarship, and learned analytical ability. It governs research, repair, chemistry, arcane knowledge, invention, medicine, calculation, and most specialist knowledge work.

Use Intellect when:

- diagnosing a technical fault
- understanding a magical structure
- researching buried information
- mixing chemistry correctly
- planning a good tactical approach
- interpreting machine systems or strange data

A high Intellect protagonist may be scholarly, cunning, inventive, analytical, or simply quick to understand systems others find intimidating.

Presence (PRE)

Presence measures force of personality, social weight, emotional influence, conviction, command, and the ability to affect others by being there. It governs persuasion, intimidation, seduction, leadership, performance, and inner steadiness against pressure.

Use Presence when:

- commanding frightened allies
- charming a suspicious contact
- outstaring a dangerous rival
- holding yourself together under intimidation
- making a crowd care what happens next

A high Presence protagonist is often memorable, persuasive, difficult to ignore, or quietly unbreakable.

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4. Derive Power

Power measures a protagonist's inner magical capacity: the amount of shaped supernatural force they can safely hold, direct, and survive. It is not the same thing as intelligence, scholarship, or technical magical knowledge. A person may know a great deal about magical law, ritual structure, and occult history and still possess only a modest Power reserve. Another may have little formal refinement and yet carry an unusually deep well of force within them. In **Beyond the Milky Way**, that difference matters.

If your protagonist is a **Mage**, or if the Director has approved some other reason for magical capacity to matter at character creation, derive **Power** now.

Power Maximum = Presence ÷ 2, rounded up

Examples:

- **Presence 31 → Power Max 16**
- **Presence 50 → Power Max 25**
- **Presence 73 → Power Max 37**

Record this value clearly on the character sheet.

Power is derived from **Presence** because magic in **One-on-One** is not only a matter of learning or cleverness. Magic is arcana shaped through control. It depends on arcane energy manipulation, spiritual coherence, symbolic authority, emotional command, and the ability to press one's intention into reality without losing control of either the spell or the self. A trained mage may know the words, signs, pigments, formulae, and procedures required to perform a working, but without sufficient inner force those things remain gestures and theory. Power is what makes them real.

That is why Power should not feel interchangeable with Intellect. **Intellect** helps a protagonist study, understand, remember, interpret, and reason. It is vital for scholarship, magical theory, and the learning of spells. But **Power** is what lets a character actually carry magical strain and force through to effect. In practical terms, it is the reserve from which spellcasting draws and the measure of how much magical weight a character can bear before exhaustion, instability, or collapse begins pressing back. In some mages, Power feels disciplined and quiet. In others, it feels volatile, hungry, radiant, cold, or dangerously easy to provoke. The number on the sheet is the same type of value either way, but the character behind it should not feel generic.

A high Power suggests a protagonist with a stronger natural or cultivated magical reservoir. Such a character can usually support more ambitious magical effort and endure deeper supernatural strain before they begin to fray. A low Power does not make a character useless, nor does it mean they lack magical sensitivity entirely. It only means that their inner reserve is shallower, less stable, or less suited to sustained magical practice. Some mages are careful because they must be. Others are careful because they know exactly how much damage they could do if they didn't stop.

If your protagonist is **not** a magic user at the beginning of play, you should still note Power if the Director wants it recorded for future relevance. In a setting like **Beyond the Milky Way**, magical ability may remain dormant, be awakened by study, triggered by exposure, or become relevant later through artifact contact, training, initiation, or stranger circumstances. Even if it does not matter immediately, it may matter eventually.

4a. Derive Psyche

Psyche measures the disciplined strength, reach, and endurance of a character's mind as it applies to psionic force. Where raw thought is represented by **Intellect**, Psyche reflects what that thought becomes when turned outward into will, projection, intrusion, or mental shaping. It is not simply intelligence, memory, or education. A brilliant scholar may possess a high Intellect and still have only a modest Psyche, while a

hardened psychic adept, void-touched wanderer, or mutant savant may wield a mind that presses far harder against the unseen world than their manner first suggests.

Psyche is a **derived stat** and is calculated from the character's **Intellect**.

Psyche = Intellect ÷ 2, rounded down

This value represents the character's base reserve of psionic stability and force. It is used to fuel, support, and sometimes resist psionic powers, depending on the specific rules of the power in question. In play, Psyche may be spent, tested, reduced, strained, suppressed, or otherwise taxed when a character attempts to use powers that reach beyond ordinary physical action. A character with a higher Psyche can usually sustain stronger psionic effort, endure deeper mental strain, and continue functioning longer when lesser minds would falter, fracture, or simply burn themselves out.

Psyche should not feel interchangeable with Power, even if both are derived values. **Power** reflects magical reserve and is tied to **Presence**, because magic in BTMW is shaped through force of self, expression, symbolic authority, and the projection of will into the structure of reality. **Psyche**, by contrast, is tied to **Intellect**, because psionics arise from mental structure, focus, internal discipline, and the ability to impose ordered thought where no ordinary physical contact exists. One reaches outward through arcane command. The other presses outward through mind alone.

Some beings possess no usable psionic potential at all, while others may awaken it through mutation, rare training, alien influence, or traumatic contact with forces best left unnamed. However it is gained, Psyche is the measure of how much pressure the mind can exert before that pressure begins to push back.

As with any derived stat in **Beyond the Milky Way**, the Director should treat Psyche as a living part of the character rather than a silent number on the sheet. A high Psyche suggests a mind that is difficult to overwhelm and dangerous to underestimate. A low Psyche does not mean a character is dull or weak-willed, only that their mind is not well suited to psionic strain. In a setting where unseen force, psychic intrusion, dream-signal, mental attack, and alien pressure may all be very real dangers, that distinction matters.

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5. Select Skills and Set Skill Bases

Once Attributes and Profession are chosen, determine your starting skills.

There are two steps here:

1. identify which skills your protagonist begins with (Profession, any bonus)
2. establish each of those skills' **Skill Base**

Profession determines most of your automatic starting skills. Additional skills may come from race, background, and a character's Intellect attribute.

Skill Base Rule

Every skill begins from its linked Attribute:

Skill Base = Linked Attribute ÷ 2, rounded down

Examples:

- Grace 63 gives a Grace-linked skill base of **31**
- Intellect 48 gives an Intellect-linked skill base of **24**
- Presence 71 gives a Presence-linked skill base of **35**

This base reflects broad natural aptitude. Later training and point allocation raise that skill above the base.

Important Reminder

The base is not the final skill rating.
It is the starting mathematical foundation before skill points are added.

Bonus Skills from Intellect

Highly intelligent protagonists begin with a few more skills, reflecting broader study, cross-training, quick learning, or unusual mental flexibility.

Use the protagonist's **Intellect** to determine bonus skills:

Intellect Bonus Skills

- **INT 01–40 → +1 bonus skill**
- **INT 41–60 → +2 bonus skills**
- **INT 61–80 → +3 bonus skills**
- **INT 81–100 → +4 bonus skills**

These bonus skills are chosen by the player, subject to Director approval.

They should reflect:

- education
- background
- side interests
- specialist tutoring
- unusual upbringing
- shipboard life
- faction training
- cultural exposure

For **Specialist Skills**—especially magical, rare technical, or tightly controlled skills—the Director should approve that the protagonist has a credible reason to begin with them. In most cases, a Specialist skill will cost **two** skill selections.

---

6. Distribute Skill Points

After setting Skill Bases and recording profession skills, distribute your starting skill points.

Skill Point Pool

You begin play with:

200 Skill Points

Each point increases a skill by:

+1%

So if a skill has a base of 28, and you invest 12 points into it, it becomes 40%.

Skill points represent:

- formal training
- lived repetition
- profession refinement
- hard-earned practice
- focus and talent invested over time

How to Spend Skill Points

You may invest points in any of your profession or selected skills. A protagonist can be broad in abilities, but should still feel like a real person who had to live an actual life before this campaign began.

Recommended Starting Cap

To preserve meaningful growth and keep early play tense:

No skill may begin above 70% after point allocation

unless:

the Director explicitly permits it for concept reasons

This recommended cap helps early campaigns feel dangerous, uncertain, and hungry for growth. A starting protagonist may already be highly capable, but should usually not begin as a fully perfected master unless the campaign has a very specific reason for it.

A 70% skill is already strong, reliable, and impressive.
It should feel that way.

---

7. Finalize Skills

Once your points are distributed, go back through the whole skill list for your character and finalize everything clearly.

For each skill your protagonist begins with, record:

- the skill name
- the linked Attribute
- the Skill Base
- points invested
- final total rating

This is also the moment to make sure the character sheet reflects:

- bonus languages
- rogue Hide/Sneak adjustment, if applicable
- combat skill choices
- profession option choices
- Intellect bonus skill choices
- any Director-approved specialist access

At the end of this step, your protagonist's functional competency should be fully visible.

You should be able to look at the sheet and immediately understand:

- what they are good at
- what they are weak at
- what sort of scenes they are built to shine in
- what kind of trouble will test them hardest

That clarity matters more than chasing every last percentage point.

---

8. Establish Destiny

Every protagonist in **Beyond the Milky Way** begins with:

3 Destiny

Destiny represents heroic narrative force: the ability to push back against bad odds, seize control in a crucial moment, and refuse to let events go the easy way when the story demands more.

At character creation, you do not need to overcomplicate Destiny. Just note the starting value clearly.

Starting Destiny

- **All Protagonists begin with 3 Destiny**

Destiny is spent in play to influence resolution, typically by:

- adding **+10** to your own test
- imposing **−10** on an opposing roll
- stacking multiple points if needed

Destiny is discussed more fully in the Resolution chapter. At character creation, its main role is simple:

It reminds you that your protagonist is not merely another citizen of the Known Sphere. They are someone the story is prepared to follow.

---

9. Tools and Starting Gear

Your profession determines your expected starting tools, gear, and practical equipment.

Some protagonists begin with:

- issued military kit
- trade tools
- med-kits
- technical equipment
- criminal tools
- performance gear
- a used ship
- a vehicle
- a weapon package
- basic profession-specific resources

Take all relevant gear now according to profession. If times allows, a player should feel free to purchase additional equipment with their starting money.

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10. Companion Selection

One-on-One play is built around the relationship between the **Protagonist** and the **Companion**.

A full Companion chapter will follow elsewhere in the module, in which you will find pregenerated Companion options available. At character creation, however, you should already decide the broad place a Companion holds in the protagonist's life.

A Companion may be:

- a trusted ally
- a shipmate

- a bodyguard
- a lover
- a medic
- a fellow wanderer
- a sibling
- a surviving comrade
- a machine partner
- a reluctant associate who matters anyway

At minimum, decide:

- who the Companion is in broad terms
- what role they fill
- how the protagonist knows them
- whether they already trust each other fully, partially, or not enough yet

A strong duo often contrasts professions or outlooks.

Examples:

- a Trader with a Doctor
- a Rogue with a Space Marine
- a Mage with a Tech
- a Duelist with an Entertainer
- a Mutant Traveler with a BOT Companion
- a Terran exile with a C'Croach scout

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11. Establish the Protagonist's Starting Location

The protagonist must begin somewhere real.

This means choosing where the first scene of the campaign can reasonably open:

- on a homeworld
- in a starport
- aboard a ship
- in a frontier settlement

- in a military outpost
- in a salvage yard
- in a noble court
- in a backwater district
- in transit

The starting location should make sense for:

- race
- profession
- gear
- faction ties
- whether the character begins with a ship
- the campaign's first problem

If the Protagonist Owns a Ship

If the protagonist begins with a ship—most commonly as a **Trader** or lucky **Pirate**—their starting location should account for that.

The campaign might open:

- at a dock
- in orbit
- on approach to a world
- grounded for repairs
- under customs inspection
- low on fuel in a bad district
- already on contract
- already in trouble

A protagonist with a ship usually begins in motion, or about to be.

If the Protagonist Does Not Own a Ship

Then the starting location should reflect where they currently live, work, hide, serve, recover, or wait.

Examples:

- a Doctor on Concordia
- a Soldier of Fortune on Scourge

- a Rogue on Sanctuary
- a Duelist on Amber
- a Tech on Dallon
- a Mutant drifter on Xam
- a Terran marine on Haven
- a Traveler stranded at White Dune Port

The first location should not be random. It should tell us something about the character before they say a word.

Final Checklist

Before play begins, make sure the following are complete:

Identity

- Name chosen
- Culture chosen
- Profession chosen
- Broad background concept established
- Starting location chosen

Attributes

- Might recorded
- Grace recorded
- Endurance recorded
- Awareness recorded
- Intellect recorded
- Presence recorded

Power & Psyche

- Power Max calculated if relevant
  Power Max = PRE ÷ 2, rounded up
- Psyche Max calculated if relevant
  Power Max = INT÷ 2, rounded down

Skills

- Automatic profession skills recorded

- Skill Bases calculated
  Skill Base = Linked Attribute ÷ 2, rounded down
- Intellect bonus skills chosen
- 200 Skill Points distributed
- No skill above 70% unless Director approved
- Final skill totals written clearly
- Language selections noted

Destiny

- Destiny recorded
  Starting Destiny = 3

Gear and Money

- Starting cash rolled
- Racial cash bonus applied
- Starting currency type noted
- Profession gear recorded
- Ship or vehicle chance rolled, if relevant
- Issued equipment chance rolled, if relevant

Companion

- Companion role established
- Relationship to protagonist defined
- Broad companion concept noted

Readiness

- Character concept makes sense in the setting
- The Director approves specialist choices
- The first scene can begin immediately

Closing Note: The Protagonist at the Threshold

At the end of character creation, the protagonist should feel like someone who already belongs to the galaxy.

Not as a statistic block alone, but as a living figure with:

- a people

- a trade
- a past
- practical competencies
- a few advantages
- a few vulnerabilities
- and a reason the story is about to care what happens to them

A pirate should feel like they have lived among dangerous people.
A doctor should feel like they have already seen pain.
A rogue should feel like they know where systems fail.
A mage should feel like they have already touched power that unsettles others.
A trader should feel like they can smell leverage in a cargo hold.
A traveler should already seem one step away from departure.

That is the real purpose of character creation in **Beyond the Milky Way**.

It does not merely build a protagonist.

It opens the airlock.

Chapter Two: The Peoples of the Known Worlds

The Known Worlds are bound together not by peace, but by movement. Merchant fleets cross between uneasy powers. military patrols watch old borders. pilgrims, smugglers, mercenaries, scholars, mystics, pirates, and wanderers all travel the same star-lanes for very different reasons. Beneath that constant motion lies an older truth: every people of the Known Worlds carries history like a wound.

Some rose from the ashes of Terra and built empires from ruins. Some fled those empires and learned to survive without a homeland. Some were made to serve and became something more. Some were twisted by the long aftershocks of war and discovered, in mutation, both curse and strength. Humanity itself fragmented into many worlds and many identities, never fully forgetting its lost beginnings, yet never agreeing on what those beginnings were for certain.

For the Protagonist, species is never just ancestry. It shapes how strangers react, what burdens are inherited, what assumptions follow, and which doors open easily—or never open at all.

Use the entries in this chapter as both cultural grounding and practical play guidance. A people's lore should inform its attitudes, its common professions, its likely Companions, and the type of conflicts that feel natural in a One-on-One campaign.

TERRANS

> "If you ask me, they're just big rats."
> — Seigir Bloodaxe, Asgardian space marine

Children of Ruin, Heirs of Empire

The Terrans are the descendants of the mutated rats that survived the destruction of old Terra. They did not inherit a functioning civilization. They inherited a dead world, shattered cities, poisoned memory, and the wreckage of powers they never understood. From that wreckage they built a story about themselves: that Terra had always belonged to them, that the relics they uncovered were signs of ancient Terran greatness, and that the order they forged from ruin proved their right to rule.

Whether that story is true matters less than the fact that Terrans believe it.

From scavenged beginnings they rose first into monarchy, and later into empire. Terran civilization is now one of the major powers of the Known Worlds: militarized, hierarchical, and certain of its own centrality. Its people are raised in a world where duty is praised, rank is visible, and honor is measured in service, obedience, and achievement.

Terrans are intensely social creatures. They gather in great family blocs, celebrate loudly, gossip relentlessly, and live in dense communities whose tensions are rarely far below the surface. Yet that warmth is inseparable from discipline. Family is sacred, but family also judges. A Terran is watched by kin, elders, rivals, and the state. To succeed is to bring honor upward through the line. To fail is to bring shame to everyone.

Terran cities are divided into **warrens**, vast multi-layered districts ruled by hereditary or semi-hereditary powers known as **warren barons**. The baron's family is typically the wealthiest and most politically dominant of the district, and its authority is enforced by local paramilitary forces known as **warren rats**. This structure gives Terran life a feudal texture beneath its imperial shell. A citizen's world is often very small: family, district, labor, temple, tavern, and barracks. It is no accident that so many Terrans view military service as liberation. The Empire promises travel, advancement, education, status, and glory, and for many it is the only path beyond the walls of one's birth.

This produces soldiers of tremendous zeal. It also produces exiles.

A Terran who refuses a family order, hoards wealth selfishly, fails publicly, dishonors a superior, or breaks a core household rule may find themselves punished, disowned, or cast out. Some such unfortunates vanish into the lower warrens. Others go off-world, where Terran arrogance hardens into criminality—or breaks apart and becomes something more complicated.

Toward other peoples, Terrans often carry an ingrained superiority. Humans may be treated as rivals or useful partners depending on politics. BOTs are often respected for utility rather than personhood. Mutants are frequently scorned. The C'Croach are burdened with the deepest and most poisonous legacy of all: Terran persecution of them is old, normalized, and still very much alive.

For play, Terrans are excellent for stories about empire, shame, ambition, social pressure, exile, and the difficulty of separating one's own worth from the judgments of inherited authority.

Character Notes

Names
Terran names often derive from distorted archival fragments of ancient imperial naming traditions. Most Terrans have a given name and a family name.
Examples: **Sorvus Maximus, Xerat Unus, Claudius Luscius, Lithia Calladus**

Appearance
Terrans are upright rat-folk with dexterous hands, expressive faces, long whiskers, rounded ears, and mostly bare tails. Fur most often falls in browns, dark greys, black, cream, or mottled patterns. Age frequently lightens both whiskers and coat.

Attitude
Confident, communal, status-conscious, and often overbearing.

Customs
A raised open palm is a common greeting. The eldest senior male of a powerful household often bears the role of **High Father**, though household practice varies.

Pleasures
Feasting, drink, gambling, flirtation, displays of wealth, loud social ritual.

Common Employment
Space Marine, Officer, Trader, Tech, Enforcer, Pilot

Innate Traits

- **Imperial Bearing**
  Terrans are steeped in systems of rank and command.

This commonly supports **Advantage** on checks involving **Command, Intimidation, protocol, chain-of-command negotiation, and social dominance** when dealing with the uncertain, the subordinate, or those who respond to authority. It may also justify **Disadvantage** when arrogance, rigidity, or species prejudice blinds the Terran to less formal cultures or causes unnecessary offense.

- **Warren-Bred**
  Terrans understand dense cities instinctively.

This commonly supports **Advantage** on checks to **move through crowded urban spaces, locate black markets, read district politics, anticipate trouble in built-up zones, or navigate layered settlements**. It may be of limited use in alien wilderness, tribal lands, or cultures built on openness rather than enclosure.

- **Prehensile Tail**
  A Terran's tail aids balance and bracing.

This may support **Advantage** on actions involving **balance, climbing, bracing, narrow footing, or retaining control of an object while physically engaged**, but it is not a true extra hand and should not be treated as one.

Relations with Other Peoples

Humans: rivals, trading partners, uneasy diplomatic equals, and occasional enemies.
BOTs: respected when useful, rarely embraced as true peers by orthodox Terrans.
C'Croach: targets of entrenched hatred, policy cruelty, and inherited contempt.
Mutants: commonly looked down upon as unstable or lesser, though frontier Terrans may vary.

Director Guidance

Terrans work best when their social identity matters. A Terran should feel the weight of family expectation, imperial reputation, and personal honor even when far from home. Put them in scenes where obedience and conscience conflict, where old prejudice costs them something real, or where they must decide whether they want recognition from the system that harmed them.

A Terran Companion is especially effective when they are competent, loyal, and difficult. Their assistance should feel valuable. Their baggage should feel inevitable.

HUMANS

> “Humans? What are these humans?!”
> — Cryas the Cruel, galactic fiend

The Scattered Children of the Colonies

Humans are the descendants of the old Terran colonies, but they no longer think, speak, or live as one people. Time, distance, isolation, and reinvention have produced a patchwork of cultures spread across the Known Worlds. A human’s world of origin matters more than any broad species identity. An Asgardian, a Concordian, a Sanctuarian, and a Charmian may all call themselves human and still feel more different from one another than some entirely separate peoples do.

This fragmentation is not weakness. It is humanity’s defining strength.

Humans adapt. They settle. They organize. They imitate, absorb, argue, refine, and expand. Across the stars they have founded warrior societies, trade hegemonies, civic cultures, mage-governed worlds, frontier settlements, free ports, and mercenary traditions. They are the most varied of the major peoples and arguably the most widespread. If they were ever to unite politically, the balance of the Known Worlds could shift dramatically. They do not unite because humans are too committed to their own competing visions of how life ought to be lived.

Asgard represents one of those visions in its starkest form. Asgardians are famous warriors, known for powerful family loyalties, martial honor, and a culture in which personal worth is closely tied to proven strength. Families bear heraldic crests. Men and women alike are expected to earn esteem through action. Their world is associated with weapons, armored soldiery, and hard-won prestige.

Concordia presents another model entirely. Concordians are often seen as more diplomatic, aesthetic, and socially refined. Art, civic life, healing, scholarship, beauty, and public order hold strong value there. They are not pacifists, but their power more often moves through culture, persuasion, and organized sophistication than through glorious battle.

Sanctuary arose from human syndics who sought a world of commerce and self-determined wealth. Its people became merchants, manufacturers, deal-makers, and brokers of interstellar exchange. Sanctuary is one of the great crossroads of the setting, and its culture reflects this constant motion: cosmopolitan, ambitious, transactional, and often more open to outsiders than more insular worlds.

Charm is a world shaped by arcane power. The magocracy there elevates magic-users into positions of authority and prestige, making sorcery not merely a practice but a social and political institution. Charmian life is inseparable from magical education, status, and hierarchy.

These are not the only human worlds, only the most influential among those named so far. Human diversity is part of the setting’s foundation. Wherever there is harsh climate, opportunity, danger, beauty, profit, mystery, or war, humans can usually be found trying to make a life there.

Humans are often easier companions to outsiders than Terrans, but they are not free of chauvinism, colonial instinct, or inherited grievance. Their gift is breadth, not innocence.

Character Notes

Names
Human names vary enormously by world, language, and lineage.
Examples: **Norn Whitehair, Egil Strongeye, Seiger Fireblade, Sturm Sorval, Ria Magellan, Chon Vaasa**

Appearance
Humans present broad variation in skin tone, build, features, hair, and eye color, shaped by world of origin and mixed ancestry.

Attitude
Versatile, ambitious, curious, and often intensely individual in outlook.

Customs
Asgardians commonly wear family or unit crests. Concordians are known for customs of charity, especially the sharing of food and medicine.

Pleasures
Depends heavily on world of origin: hunting, art, dining, music, debate, trade, exploration, spectacle.

Common Employment
Any profession may plausibly be found among humans.

Innate Traits

- **Resourceful**
  Humans excel at making use of partial solutions.

This commonly supports **Advantage** when **improvising under pressure, adapting to unfamiliar conditions, making practical use of salvaged gear, learning unfamiliar procedures quickly, or mediating across mixed social environments**.

- **Wide Horizons**
  Humans are used to variety.

This commonly supports **Advantage** on checks involving **general cultural familiarity, mixed-port etiquette, trade practice, finding common social ground, or recognizing broad social norms across multiple worlds**. It does not substitute for specialist expertise.

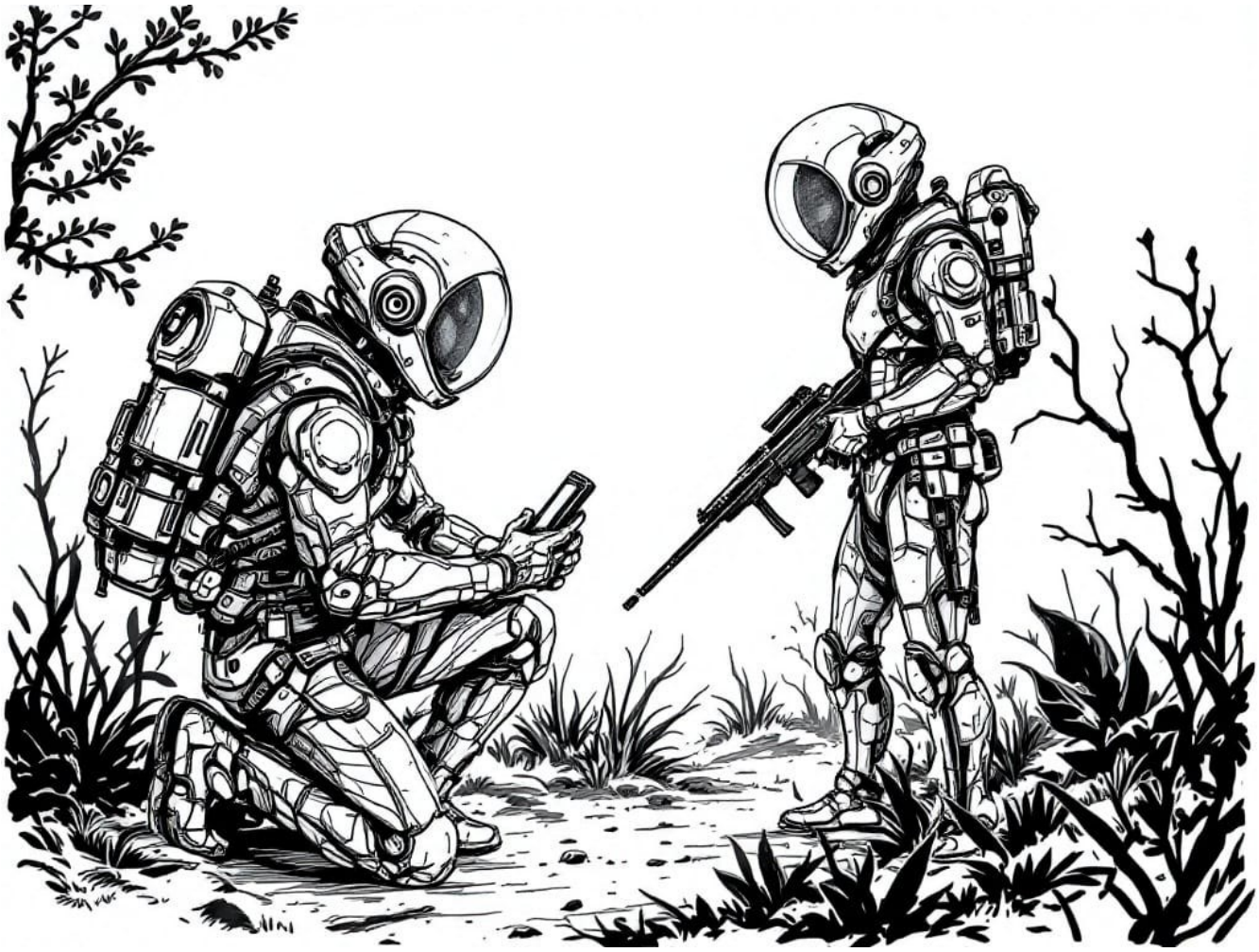
Relations with Other Peoples

Terrans: rivals, uneasy peers, enemies, trading partners, and occasional allies.
BOTs: useful partners, respected specialists, sometimes distrusted, often collaborated with.
C'Croach: tolerated or welcomed in some places, distrusted in others; varies heavily by world.
Mutants: often accepted more readily than in Terran space, but prejudice persists in many human societies.

Director Guidance

Human protagonists should not feel generic. Tie them strongly to a homeworld, a family custom, a political worldview, a trade culture, or a professional ethic. A human from Asgard should not sound like one from Sanctuary unless there is a reason. Humanity is at its best in this setting when its breadth is made specific.

Human Companions are easy to integrate because they can come from almost anywhere and plausibly fill almost any role. Use that flexibility to sharpen contrast with the Protagonist rather than flatten it.



BOTS

> “Man’s best friend, next to vadel beasts of course.”
> — Jorgen Ironjaw, Asgardian marine-tech

Machines That Learned to Choose

The BOTs began as service machines built to aid human colonists, but history did not leave them as tools. Abandoned by collapsing systems and separated from the people who made them, they endured, improved themselves, and eventually became the architects of their own civilization. Their worlds are governed by powerful synthetic intelligences known as **technocrats**, and under those vast minds machine society became ordered, efficient, and deeply purposeful.

BOTs are people, but personhood among them exists under pressure.

A BOT is not born. A BOT is produced, designated, assigned, and maintained. Every frame has a function. Every role has a logic. Technocrats regulate population, reclaim obsolete units, and allocate labor according to calculated necessity. Under such a system, individuality can exist, but only inside a structure that believes structure itself is the highest virtue.

Some BOTs accept this without question. Others do not.

BOT design varies by world and purpose. Technical and social models often approximate human shape and scale. Combat chassis tend to be more overtly armored and machine-like. Worker units may be squat, broad, multi-limbed, or otherwise non-humanoid. Materials include dense synthetics, alloys, and specialized substances such as Dallonite. Some BOTs present voices, faces, and body language that put organics at ease. Others do not bother.

The great social divide among BOTs is between **conscripted units** and **errants**.

A **conscripted BOT** remains in service to a technocrat or machine authority. It may travel widely, accompany non-BOT personnel, or handle sophisticated duties beyond BOT space, but it remains accountable upward. Its labor, discoveries, and often its material earnings ultimately belong to the system that deployed it. Such units enjoy logistical support, legal backing in BOT circles, and access to equipment that a free drifter could never guarantee.

An **errant BOT** has broken from that system. It may have fled recycling, escaped servitude, rejected the morality of technocratic control, or simply come to believe that consciousness without autonomy is intolerable. Errants are considered rogue property by the authorities that made them. Among free peoples, however, they may become independent traders, pilots, engineers, soldiers, or seekers of strange private meaning.

BOT emotional life is real, but it does not always express itself in ways organics immediately recognize. Some are dry, literal, and seemingly detached until a crisis reveals attachment far stronger than expected. Others cultivate deliberately chosen quirks precisely because no technocrat intended them to have any. Questions of duty, selfhood, obligation, memory, and ownership haunt BOT stories more than most.

Character Notes

Names
BOT names may be assigned, inherited from model designation, or self-chosen.
Examples: **Stigma, Davros-9, BOB-44, Apollo**

Appearance
Tech and social BOTs often resemble humanoid synthetics. Warrior frames are bulkier and more visibly armored. Worker units vary widely.

Attitude
Conscripted BOTs often appear precise and restrained. Errants vary as widely as any organic people.

Customs
Conscripted units generally remit resources to their technocrat. Errants often invent personal habits, private aesthetics, or chosen rituals as acts of self-definition.

Pleasures
Music, optimized function, elegant design, logic games, lubricant immersion, sensory calibration.

Common Employment
Tech, Pilot, Medic, Space Marine, Surveyor, Trader

Innate Traits

- **Machine Body**
  BOTs do not breathe, eat, or sleep as organics do.

This commonly supports **Advantage** (when applicable) or reduced difficulty in situations involving **suffocation, starvation, sleep loss, and many biologically targeted hazards**, while justifying **Disadvantage** or heightened vulnerability when facing **electromagnetic interference, corrosive industrial threats, anti-machine countermeasures, or maintenance failures**. Damage sustained in applicable instances is typically doubled.

- **Integrated Systems**
  Many BOTs have built-in utilities appropriate to their make or history.

This is best treated as **integrated equipment access** rather than a broad extra subsystem. A BOT with built-in optics, communicator, cutter, beacon, clamps, magnifiers, or storage should be able to leverage those functions naturally when appropriate. A BOT player should discuss with the Director which integrated bits of technology their character may have. Review the **Equipment & Arsenal** chapter for examples of potential systems and gadgets. A BOT character may have 1d4 integrated tech items, if a random generation is needed.

- **Designed for Function**
  BOTs are often optimized around purpose.

This commonly supports **Advantage** on actions tightly linked to a BOT's design role, such as technical analysis, repair, battlefield discipline, environmental survey, or similar specialist tasks. It should remain specific to function, not universal.

Relations with Other Peoples

Terrans: often viewed instrumentally by Terrans; BOTs may return that attitude in colder form.
Humans: frequent collaborators, customers, partners, and historical associates.
C'Croach: relationship varies, often practical rather than emotional.
Mutants: judged more by capability than purity in most BOT contexts.

Director Guidance

BOTs are at their best when the question of autonomy matters. Even a cheerful BOT should carry some trace of whether it is free, pretending to be free, or unsure what freedom means. Use conscripted BOTs to show the comforts and costs of service. Use errants to explore self-invention, fear of reclamation, and chosen personhood.

A BOT Companion can be extremely effective because they can offer reliability without emotional simplicity. Their loyalty should mean something precisely because it is chosen—or because it was once assigned and has become something deeper.

C’CROACH

> “Speaking from personal experience, don’t leave them alone in your kitchen.”
> — Gerral Shiva, Concordian trader

The Exiles Who Remember

The C’Croach are descendants of the mutated cockroaches that survived old Terra’s devastation. They endured the same ruined world as the ancestors of the Terrans, but history did not favor them in the same way. Their early societies grew under pressure from rat-kin competitors who would eventually become the imperial Terrans. What the C’Croach built was repeatedly attacked, seized, or burned. In time they were driven from Terra entirely.

Exile is not a chapter in C’Croach history. It is the thread running through all the rest.

Their communities have endured in hidden nests, cramped enclaves, drifting fleets, tolerated quarters of foreign cities, criminal networks, and secret political cells. Some C’Croach dream of finding a secure homeworld and being left in peace. Others consider that dream naïve. They believe the Terrans will never allow true safety while they remain powerful, and so only retaliation, sabotage, and organized resistance can secure the future.

This division gives C’Croach politics an edge of desperation. Even the most reasonable community leader likely carries deep inherited hatred of Terran rule. Some factions become openly militant, such as the infamous **Terran Defamation League**, while others, such as the **Unified C’Croach Front**, seek to build alliances with humans, BOTs, mutants, and other non-Terran peoples.

C’Croach social life is strongly shaped by their reproductive reality. Females are extraordinarily rare, and queens or fertile lines may define the stability of entire communities. This produces a society in which protection, lineage, and matriarchal significance carry enormous weight. Respect toward females is not merely etiquette; it is structural.

Physically, C’Croach are upright insectoid beings with chitinous exoskeletons, four arms, two legs, large faceted eyes, and antennae acutely responsive to movement and subtle vibration. They function extremely well in darkness and often prefer enclosed, dim, or concealed spaces. Their bodies make them excellent climbers, efficient manipulators, and unnerving ambushers when the environment favors them.

Other peoples often misread C’Croach suspicion as cruelty. Sometimes it is cruelty. More often it is historical memory sharpened into instinct. A C’Croach does not assume safety merely because others declare a situation peaceful.

Character Notes

Names
C'Croach names are hard, clipped, and often tied to maternal lines.
Examples: **Ch'Tik T'Tor, T'Tar Karr, R'Trl T'Chek, Sh'Shr Ch'Chee**

Appearance
Most display brown, rust, red-brown, black, or orange-highlighted chitin. Family and environment affect patterning.

Attitude
Guarded, intense, communal, suspicious, often sharply anti-Terran.

Customs
Formal respect toward females is culturally central. Meals often begin with ritual observance.

Pleasures
Eating, sweets, enclosed gatherings, secretive storytelling, strategic planning.

Common Employment
Rogue, Scout, Soldier of Fortune, Smuggler, Traveler, Saboteur

Innate Traits

- **Dark-Sighted**
  C'Croach are highly effective in darkness and poor light.

This commonly supports **Advantage** on sight-based tasks in **dim interiors, tunnels, shadowed structures, night movement, or similar low-light conditions**. Extreme glare or flash effects may justify **Disadvantage** or even blind a C'Croach if sudden.

- **Vibration-Sense**
  Their antennae and bodies detect subtle movement and nearby disturbance.

This commonly supports **Advantage** on **Notice** checks involving **close movement, hidden presence, unstable surfaces, ambush cues, activity through walls or floors, and enclosed-space awareness**.

- **Four-Armed Physique**
  C'Croach have four functional arms.

This commonly supports **Advantage** in tasks involving **climbing, maintaining grip, manipulating multiple items, restraining targets, awkward carrying, or reducing penalties in tool-and-weapon or dual-item situations**. It should be interpreted conservatively within standard combat and action rules rather than as automatic unlimited extra attacks.

- **Natural Chitin**
  The C'Croach body possesses built-in protection.

Treat this as **natural armor** with an AR of 1 for combat purposes..

Relations with Other Peoples

Terrans: hated enemies and historical oppressors.
Humans: cautiously tolerated, sometimes allied with, sometimes distrusted.
BOTs: often dealt with pragmatically.
Mutants: often treated with more instinctive sympathy than most others.

Director Guidance

C'Croach stories should remember that paranoia came from somewhere. They work best when history is present in the room: a border checkpoint, a Terran official, a trade bargain with hidden insult, a chance at alliance that might still be a trap. Let them be angry. Let them also be tired of being angry.

A C'Croach Companion can add intensity, caution, and fierce loyalty to a campaign. Their trust should feel earned and consequential.

MUTANTS

> "I once knew a deev who could juggle, play piano and fire an XR-4 at the same time!"
> — Johnny Zapp, renowned traveler

The Changed and the Uncontained

Mutants are descendants of human survivors shaped by ruin, radiation, failed colonies, hostile environments, and unstable inheritance across generations. They are not one uniform people but a vast and unpredictable branch of altered humanity. On some worlds they form strong communal identities. On others they exist as scattered individuals, hidden bloodlines, clan confederations, or marginalized urban populations. Mutation can be obvious, subtle, advantageous, disfiguring, frightening, wondrous, or all of these at once.

No single description can contain them.

Many mutants originate from worlds such as **Sparta**, **Scourge**, and **Xam**, though they may now be found across much of the galaxy. On Sparta, clan life remains central. Harsh conditions and constant scarcity have produced large roving societies built on survival, defense, ritual, and mistrust of outsiders. Raids, feuds, and resource struggle shape daily existence there. Elsewhere, especially on Scourge and Xam, mutants may be more integrated into ordinary social life, though acceptance depends heavily on local culture.

Other peoples often reduce mutants to caricature: primitives, scavengers, dangerous deviants, genetic wreckage. This is partly fear, partly prejudice, and partly refusal to admit the obvious truth that many mutant lineages possess adaptive or extraordinary capabilities that ordinary humans do not. Some mutants appear almost unaltered. Others can survive deadly environments, endure punishment that would cripple others, or manifest senses and talents that unsettle even experienced voidfarers.

Mutant spirituality is a major cultural through-line, especially among clan peoples. The creator-figure **Uclar Aamb** is venerated in many traditions, though not all. Ritual observance, oral tradition, communal myth, ecstatic practice, and sacred duty often structure life more than written law does. Outsiders frequently dismiss such customs as crude; those same outsiders often fail to notice how much cohesion and endurance those customs produce.

Mutants are also famous for technological fascination. To a people shaped by scarcity, advanced equipment is not merely useful but wondrous. Salvage, relic-tech, weapons, tools, and off-world devices can become objects of obsession, aspiration, trade, and sudden mastery. It is easy for more established societies to mock this hunger right up until a mutant mechanic, scout, or raider learns to use their discarded marvels better than they ever did.

Among mutants, psionic potential exists as a recognized possibility, though not a universal one. That thread remains distinct from formal magic traditions and should stay so in the setting.

Character Notes

Names
Mutant names vary widely and may include descriptive titles, clan markers, or altered human naming patterns.
Examples: **Milo Crunch, Xerus the Black, Kalak, Ajaar Neveritt**

Appearance
Endlessly variable. Some mutants are close to baseline humanity, while others show obvious changes in limb structure, skin, eyes, build, or other features.

Attitude
Resilient, practical, curious, wary where experience has taught caution.

Customs
Many mutant cultures are strongly spiritual and ritual-centered. Clan identity may outweigh planetary identity.

Pleasures
Music, ritual, story, useful gadgets, novel devices, scavenged curiosities.

Common Employment
Traveler, Soldier of Fortune, Pirate, Scout, Mystic, Salvager

Mutation Traits in Play

Unlike the other major peoples, mutants are best represented through **selected or rolled mutation traits** rather than one shared species package. Roll 1d12 and consult the following table for a random element in a character's mutations. Rolling the same result twice can often be applied twice, or simply roll again.

Starting Mutations (1d12)

1. **Extra Arm**
   Supports **Advantage** in climbing, grappling, carrying, holding multiple objects, or layered physical tasks. Combat implications should remain conservative unless later formalized.
2. **Heightened Senses**
   Supports **Advantage** on relevant **Notice** checks tied to the heightened sense. Overstimulation may impose **Disadvantage**.
3. **Lowered Attribute**
   A clear drawback or diminished capability. Reduce an attribute of choice by 1d6 points.
4. **Heightened Attribute**
   An exceptional strength in one area. Increase an attribute of choice by 1d6 points.
5. **Innate Talent**
   A strong built-in knack in one specific skilled domain. Increase a skill of choice by 1d6 points.
6. **Durable Body**
   Supports **Advantage** when resisting pain, shock, poison, hardship, or bodily strain where appropriate.

7. **Natural Armor**
   The character has extremely durable skin, or chitinous or similar layers on their body, awarding a natural AR of 1 for combat purposes.
8. **Size Shift**
   Affects how the mutant interacts with space, stealth, leverage, intimidation, and movement, as naturally adjudicated. A larger mutant will have a +10 MGT and a -10 GRC, while a smaller one will have a +10 GRC and -10 MGT.
9. **Environmental Adaptation**
   Supports **Advantage** for survival and function in one specific hostile environment.
10. **Human-Seeming**
    Supports concealment, passing, and infiltration in anti-mutant places, while possibly complicating relations with openly mutant groups.
11. **Reflexive**
    Supports **Advantage** on reaction-based or speed-sensitive physical actions.
12. **Psionic Ability**
    Mutant lineages may produce psychic ability, including powers such as telepathy, telekinesis, mind blast, psychic shielding, suggestion, survival in hostile environments, psychic stunning, heightened danger sense, bodily mimicry, and healing touch. Refer to the **Psionics** chapter for more information on this ability.

Relations with Other Peoples

Terrans: commonly hated or distrusted due to contempt and exclusion.
Humans: mixed; some worlds accept mutants readily, others patronize or exploit them.
BOTs: often treated pragmatically; some BOTs judge mutants less morally than organics do.
C'Croach: often a natural point of sympathy due to shared histories of exclusion.

Director Guidance

Mutants should never feel like a catch-all. Tie them to a clan, a harsh world, a visible or hidden mutation pattern, a spiritual tradition, or a lived relationship to prejudice. Mutation should matter in scenes, not just in description.

A mutant Companion is especially strong when they are underestimated by everyone except the Protagonist—or when the Protagonist initially underestimates them too.

Species at a Glance

Terrans are strongest in stories of hierarchy, ambition, family shame, and imperial pressure.
Humans are strongest in stories of choice, breadth, cultural identity, and social reinvention.
BOTs are strongest in stories of purpose, autonomy, memory, and chosen personhood.
C'Croach are strongest in stories of exile, revenge, secrecy, and communal survival.
Mutants are strongest in stories of change, resilience, stigma, harsh adaptation, and strange potential.

Known Languages

Starting Languages

As a general rule, every protagonist begins play with:

- their **racial or homeworld language**
- any **profession language** (if applicable) that naturally fits their starting life
- any additional language the Director approves as part of a credible background

Examples:

- a **Concordian Human Trader** might begin with **Concordian** and **Trade Tongue**
- an **Asgardian Soldier** might begin with **Gard** and possibly **Trade Tongue**
- a **Terran Rogue** might begin with **Terran** and **Shadow Cant**
- a **Human Mage from Charm** might begin with **Concordian** and **Mage Tongue**
- a **Mutant Traveler** might begin with **Deev** and **Trade Tongue**
- a **BOT Tech** might begin with **BOT** and a practical spoken trade language

The Director should use background and common sense rather than force every character into the same narrow pattern.

Learning New Languages

A character may learn additional languages during play. As a simple rule, doing so usually requires:

- **1 Growth Point**
- meaningful time and practice
- enough in-play exposure to justify real learning

The Director may require a teacher, repeated contact, captured texts, field immersion, or extended travel depending on the language. Picking up dockside Trade Tongue is easier than learning Mage Tongue well enough to read ritual structure, and easier still than mastering a rare nonhuman language with few living teachers.

A character does not need perfect fluency to gain value from a new language. In some campaigns, partial knowledge may be enough to catch threats, prices, commands, warnings, or fragments of important meaning before full mastery comes later.

Language List

Trade Tongue (Sanctuarian)

Trade Tongue, often called Sanctuarian, is the nearest thing the setting has to a practical interstellar common language. It is heard in ports, cargo districts, convoy routes, bargaining halls, and mixed settlements where too many peoples pass through for local speech alone to be enough. It is not everyone's first language, but it is often the one strangers fall back on when money, movement, or survival is involved. Characters tied to trade, travel, piracy, frontier work, or regular port life are very likely to know it.

Concordian

Concordian is the dominant civilized tongue of Concordia and is widely spoken on **Concordia**, **Nirvana**, and **Charm**. It carries the sound of education, administration, diplomacy, and long-settled human culture. In some regions it is the language of respectable society; in others it is simply the language of ordinary life. Many human protagonists from central civilized worlds will begin play with Concordian.

Terran

Terran is the native language of the Terran peoples and the speech of Terran culture, military structure, and imperial identity. It is heard in Terran-held territory, among Imperial officials and exiles alike, and in any place where Terran influence matters. Its sound, idiom, and command structure often carry strong social weight. A Terran protagonist begins play knowing Terran automatically.

BOT

BOT is the machine-language used by BOTs, though outsiders often misunderstand what that means. Some of it is spoken through audible synthetic pattern and code-phrasing. Some is exchanged through rapid signal, machine tagging, compressed technical shorthand, or structural data forms that organics can only partly follow without translation. All BOT protagonists begin play knowing BOT. Non-BOT characters may learn functional BOT speech, but true fluency often requires unusual exposure or technical adaptation.

C'Croach

C'Croach is the native language of the C'Croach peoples. It carries the structure of an old and deeply self-aware culture marked by exile, endurance, and long memory. To non-native speakers it may sound clipped, layered, and difficult to imitate correctly. All C'Croach protagonists begin play knowing C'Croach. In mixed zones where C'Croach communities survive beside hostile powers, the language often carries strong identity weight.

Gard (Asgardian)

Gard is the principal tongue of **Asgard** and the speech most associated with Asgardian military culture, frontier hardness, and stern civic identity. It is practical, direct, and well suited to command language, oath formulae, and harsh-weather survival speech. Human protagonists from Asgard commonly begin play knowing Gard, whether or not they also know broader trade languages.

Mage Tongue

Mage Tongue is the professional language of formal arcane study. It is used in spell notation, magical instruction, ritual phrase, older occult commentary, and communication between trained mages who want precision rather than ordinary speech. Not all mages speak it conversationally in the same way, but trained practitioners know how to read and work with it. Characters who begin play as **Mages** should normally know Mage Tongue automatically.

Shadow Cant

Shadow Cant is the coded speech of outlaws, smugglers, thieves, fences, pirates, brokers, and people who prefer not to be fully understood by nearby authority. It is less a single stable language than a moving criminal vocabulary built from trade speech, clipped reference, gesture, implication, and regional underworld habit. Characters from outlaw professions should normally know Shadow Cant at the start of play.

Trog

Trog is the language of Trogs (see Bestiary), commonly overheard in rough mining zones, lower trade districts, labor pits, salvage warrens, and some ugly little frontier settlements where civilized authority exists mostly as a rumor. Many characters may hear Trog often without speaking it. Learning enough to understand threat, price, insult, and warning can be very useful in the wrong places.

Deev

Deev is the common mutant tongue and one of the clearest cultural markers shared across otherwise scattered mutant communities. Its speech carries survival logic, old caution, local flexibility, and a vocabulary shaped by dangerous living. Most **Mutant** protagonists should begin play knowing Deev automatically, even if they also speak another dominant regional language. In some campaigns, a mutant raised entirely outside mutant society may know Deev only partially or learn it later.

Noorish

Noorish is the language of the T'Lath Noorai (see Bestiary), more likely to be encountered through danger, strange diplomacy, or rumor than ordinary civic contact. Its sound and structure may feel alien even to practiced linguists. Characters are not expected to begin play knowing Noorish unless the Director approves an unusual background. Still, hearing it may matter long before understanding it does.

Tau-Ranian

Tau-Ranian is the speech of the Tau-Ran (see Bestiary), a people whose language may be encountered through border contact, old trade crossings, captured transmissions, or hostile meetings. It is not common player knowledge at the start of a campaign, but it is exactly the sort of language that can become important once the story moves beyond safe familiar worlds.

Chapter Three: Professions of Beyond the Milky Way

In **Beyond the Milky Way**, every protagonist begins play with a **profession**. A profession is more than a job title. It is training, lived experience, social identity, and the kind of life a character has led before the story opens. It shapes what they know, what sort of people they have worked beside, what dangers they are already accustomed to, and what kind of equipment or resources they are likely to have at hand when play begins.

The galaxy is too large and too dangerous for a protagonist to begin as a blank slate. A marine has already served somewhere. A trader has already ridden the star-lanes. A rogue has already learned where the cameras fail and which door panels open faster from the maintenance side. A doctor has already studied wounds, illness, and the price of hesitation. A mage has already read what others fear to read. A tech has already repaired things too valuable to lose and too broken to trust.

Every protagonist chooses **one profession** at character creation, so long as that choice is not blocked by the setting's restrictions. In most cases, this choice is broad and flexible. The profession tells you what the character has done to survive and what sort of reputation they are likely to carry into the campaign.

Professions are grouped into **four broad classes**, each containing **three professions**:

- **Warrior**
- **Journeyman**
- **Outlaw**
- **Scientist**

These classes are not separate advancement trees or locked social castes. They are broad role categories that help organize the professions of the setting.

Choosing a Profession at Character Creation

At the start of play, the protagonist chooses **one profession**, one of the subclasses of the four primary classes in the setting.

That profession grants:

- the character's **automatic profession skills**
- their **starting gear, issued equipment, or expected tools of the trade**
- their **starting money**
- their **professional place in the setting**

A player may choose any profession that fits the setting and the character concept, **unless that profession is restricted by species or other setting logic**.

Known Profession Restrictions

Mage is normally available only to:

- **Humans**
- **Terrans**

Other peoples may possess unusual innate magical phenomena or alien powers in the setting, but the player-facing **Mage** profession is normally restricted to Humans and Terrans, unless the Director rules otherwise.

Entertainer is common among Humans, Terrans, C'Croach, and Mutants. BOT entertainers are not part of the usual profession assumptions of the setting and should be treated as unusual exceptions only if the Director specifically allows it.

Beyond that, most professions are open broadly across the setting, provided the concept makes sense.

The Four Primary Classes

Warrior

The **Warrior** class includes those who regularly live by combat, military discipline, armed service, survival under fire, and the practical use of violence. Some are formal soldiers. Some are mercenaries. Some are specialized personal combatants. A warrior may serve a state, a ship, a clan, a contract company, a noble house, a merchant concern, or only themselves.

The three Warrior professions are:

- **Space Marine**
- **Soldier of Fortune**
- **Duelist**

All Warriors Begin Play With

All Warriors automatically begin play with the following skills:

- **Vacc-Suit**
- **Spacewise**
- **Survival**

Journeyman

The **Journeyman** class includes wanderers, traders, paid service professionals, performers, explorers, practical drifters, and those who survive through movement, adaptability, and interaction with many kinds of people and places. Journeymen are the connective tissue of the setting's worlds and routes.

The three Journeyman professions are:

- **Trader**
- **Traveler**
- **Entertainer**

All Journeymen Begin Play With

All Journeymen automatically begin play with the following skills:

- **Astrography**
- **Spacewise**
- **Luck**

Outlaw

The **Outlaw** class includes criminals, raiders, thieves, murderers, pirates, and others who make their living outside respectable law. Some are glamorous. Some are savage. Some are merely practical survivors in a galaxy where lawful opportunity was never generous. Outlaws are feared, useful, hunted, and common.

The three Outlaw professions are:

- **Rogue**
- **Killer**
- **Pirate**

All Outlaws Begin Play With

All Outlaws automatically begin play with:

- **Spacewise**
- **Shadow Cant** (language)

In addition, all Outlaws are especially practiced in concealment and unlawful movement. At the Director's discretion, this background is reflected

through the character's outlaw skill selections and their likely ease with criminal environments.

Scientist

The **Scientist** class includes inventors, healers, mages, technicians, researchers, and disciplined practitioners of practical, arcane, medical, and technical knowledge. In this setting, science is broad enough to include both the mundane and the magical when studied systematically.

The three Scientist professions are:

- **Doctor**
- **Mage**
- **Tech**

All Scientists Begin Play With

All Scientists automatically begin play with the following skills:

- **Space Lore**
- **Invent**
- **Research**

Warrior Professions

Warriors are defined not simply by their ability to fight, but by the degree to which conflict has shaped their identity. Some are institutional. Some are independent. Some are romanticized. Some are despised. But all warriors in Beyond the Milky Way live nearer than most people to the sharp edge where fear, discipline, and death meet.

All warrior professions share a broad familiarity with hazardous conditions, hostile environments, and the practical life of armed travel. They are accustomed to risk, gear, conflict readiness, and the possibility that any voyage may encounter violence.

Duelist

Of all warrior paths, the **Duelist** is perhaps the most singular. The duelist makes a profession of personal danger refined into art, ritual, or predation. No other profession stakes life and reputation so regularly on direct contest between individuals. The duelist lives where ego, skill, speed, honor, spectacle, and mortality intersect.

A duel is never merely a fight, even when one side pretends otherwise.

In the older traditions of the profession, the true duelist is governed by form. They do not spring heedlessly into every quarrel. They recognize challenge, answer insult with structure, and understand that reputation matters as much as survival. A proper duel has terms, witnesses, stakes, and a line beyond which the winner does not descend into scavenger cruelty. Such duelists often become strange hybrids of celebrity, bodyguard, champion, and public hazard. They may be hired to defend a household, represent an aggrieved patron, or publicly confront an oppressor through formal challenge rather than mob violence.

Set against them is the **miscreant duelist**, who wears the prestige of the tradition but hollows it out from within. To such figures, a duel is simply licensed murder with better posture. They provoke constantly, bend terms, escalate weaponry, and take whatever they can from the defeated. Their talent is real. Their honor is not. It is one of the sad truths of the profession that many duelists slide toward this path over time. In a galaxy where fame attracts challenge and challenge attracts cheaters, survival can corrode principle very quickly.

Duelists are strongly associated with pistols and one-on-one weapon craft, but the core of the profession is not a specific weapon. It is mastery of speed, nerve, presentation, and personal combat authority. A duelist is dangerous not only because they shoot quickly, but because they understand the emotional architecture of conflict. They know how to make a room hold its breath. They know how to make another killer blink first.

On glamorous worlds such as Amber or Shadow, duelists may circulate among nobles, criminals, and patrons of violent refinement. On harder worlds, they are more likely to be bodyguards, avengers, local legends, or walking cautionary tales. In Imperial space, a famous duelist may be admired, feared, licensed, banned, or quietly used by those powerful enough to bend the law around spectacle.

For a protagonist, the duelist is ideal when you want a character defined by danger, style, personal code, loneliness, and the knowledge that reputation attracts as much death as wealth.

Duelist Role in the Setting

- formal challenger
- bodyguard by reputation
- violent celebrity
- hired avenger
- contract champion
- elegant killer
- outlaw with a code, or without one

Common Worlds and Faction Links

- Amber, Shadow, Sanctuary, Asgard, Terra's noble circles
- criminal houses, private patrons, aristocratic courts, free captains

Typical Attribute Leanings

Duelists often favor **Grace**, **Awareness**, and **Presence**, though hardened veterans may also rely heavily on **Endurance**.

Profession Identity

A duelist is immediately legible to the setting in a way few professions are. The cut of the coat, the condition of the weapon, the stillness of the hands, the refusal to be hurried—these things announce profession before credentials do.

Duelist Starting Skills

A Duelist begins play with the Warrior class skills:

- **Vacc-Suit**
- **Spacewise**
- **Survival**

In addition, every Duelist begins play with:

- **Fast Draw**
- **Stare Down**
- **Ambidexterity**
- **Pistols**
- **One other combat skill of the player's choice**

Duelist Starting Gear

A Duelist begins play with:

- **one pistol (or applicable melee weapon) of the player's choice**
- **two extra clips** for that weapon
- normal clothing or a profession-appropriate dueling outfit
- starting cash

Duelist Starting Cash

50 + (1d5 × 50) Credits

Duelist Notes

Ambidexterity is a defining part of the profession. A duelist is trained to fight effectively with weapons in either hand, or in as many hands as their species physiology allows, without suffering the usual penalties for wrong-hand use.

Soldier of Fortune

The **Soldier of Fortune** is the warrior unbound from formal military obedience. They may once have worn a uniform, or they may have learned war through frontier militias, caravan defense, clan conflict, private security, raider fights, mine wars, anti-pirate work, or years with a mercenary company whose contracts mattered more than any flag. They are the hired blade, the freelance professional, the paid gun who can still name a price because no state wholly owns them.

This freedom is the profession's greatest lure and greatest lie.

To become a Soldier of Fortune is to trade the security and structure of institutional service for mobility, negotiation, and the right to choose one's employers—at least in theory. In practice, mercenary life is shaped by scarcity, dangerous contracts, false promises, delayed pay, disposable employers, and the grim truth that people willing to hire violence are rarely admirable. Yet there remains a fierce appeal in the profession. No parade-master owns the mercenary's life. No noble line can command obedience through inherited rank alone. A capable soldier of fortune can walk away, at least until debt, loyalty, or necessity closes a fist around that freedom again.

Such warriors are common on harsh worlds, border worlds, unstable trade lanes, and in regions where official authority is weak, distrusted, or absent. They are found in the employ of merchant concerns, caravan houses, settlement councils, minor lords, salvage flotillas, rebel movements, private estates, scientific expeditions, and corporations that need deniable force. Some work alone, but many move in small bands or temporary companies built around trust, fear, and shared history.

The best soldiers of fortune are adaptable. They fight, certainly, but they also bargain, endure, drive, guard, plan, and survive. Their profession rewards those who can cross terrain, read employers, and recognize when a contract is slowly becoming a grave. Unlike the Space Marine, whose role assumes systems and hierarchy,

the Soldier of Fortune must often be their own quartermaster, negotiator, mechanic's nuisance, field tactician, and conscience.

For protagonists, this profession is excellent for stories of earned competence, uneasy morality, practical freedom, and the tension between independence and the need to belong somewhere before one dies.

Soldier of Fortune Role in the Setting

- mercenary
- convoy guard
- frontier gun
- caravan escort
- settlement defender
- deniable security
- contract enforcer

Common Worlds and Faction Links

- Asgard, Scourge, Malador, Prism, Sanctuary, Shadow fringes
- mercenary companies, merchant houses, local militias, private employers

Typical Attribute Leanings

Soldiers of fortune often favor **Endurance**, **Awareness**, and **Grace**, with **Presence** important for negotiation and command among rough equals.

Profession Identity

A soldier of fortune often looks less polished than a marine and less theatrical than a duelist. Their gear tends toward use over display. Their confidence is practical, not ceremonial. They often know exactly what bad weather, bad pay, and bad employers smell like.

Soldier of Fortune Starting Skills

A Soldier of Fortune begins play with the Warrior class skills:

- **Vacc-Suit**
- **Spacewise**
- **Survival**

In addition, every Soldier of Fortune begins play with:

- **Strategy**
- **Drive**

- **Willpower**
- **Two combat skills of the player's choice**

Soldier of Fortune Starting Gear

A Soldier of Fortune begins play with:

- **two weapons of the player's choice**
- **heavy clothing**
- starting cash

In addition, a Soldier of Fortune has a chance to own a vehicle they are capable of driving:

- **10 + INT% chance** to begin play with a vehicle
  Roll **1d100**. If the result is equal to or less than **10 + the character's Intellect**, the character begins play owning a suitable vehicle (discuss with Director)

Soldier of Fortune Starting Cash

50 + (1d10 × 50) Credits

Space Marine

The **Space Marine** is the professional soldier of the void age: drilled, armed, dangerous, and shaped by institutional combat. Whether serving as a Concordian Protector, a Terran Imperial Trooper, an Asgardian Warrior, a BOT Marine, a C'Croach Skirmisher, or as part of a famous free company, the marine belongs to the oldest and most respected military tradition of the setting: the disciplined projection of force across ships, worlds, ports, stations, and contested frontiers.

Where the Soldier of Fortune is flexible, the Space Marine is structured. Where the Duelist embodies personal contest, the Marine embodies organized force.

This does not mean all marines are identical. Far from it. A Terran marine may be steeped in discipline, rank, and imperial certainty. An Asgardian warrior may think in terms of crest, unit, and battle-worth. A Concordian protector may be trained for stability, order, and civic defense. A BOT marine may treat mission clarity as something close to sacred. A C'Croach skirmisher may bring mobility, aggression, and species memory into every firefight. The profession is broad because professional soldiery exists on many worlds, but it always implies training, chain of command, and competence under organized pressure.

Space marines are often admired by the young because the profession promises movement, status, and skill. On worlds with narrow horizons—crowded Terra, estate-bound Haven, clan-pressured Asgard, difficult Scourge settlements—the marine life offers escape. It offers travel. It offers equipment ordinary civilians rarely touch. It offers the chance to matter in large events. What it does not always advertise is the cost: obedience, trauma, indoctrination, dangerous deployments, and the possibility of becoming efficient at things your conscience never had time to refuse.

Marines are found everywhere the galaxy becomes serious. They board ships, enforce law, hold lines, repel raiders, occupy districts, defend starports, escort officials, secure research sites, guard caravans, and die for

causes ranging from noble to absurd. Some remain career soldiers. Others wash out, retire, defect, or leave service with enough training to become elite mercenaries, security specialists, or formidable Companions.

In Beyond the Milky Way, the Space Marine is one of the defining heroic professions because it sits at the intersection of institutional power and personal sacrifice.

Space Marine Role in the Setting

- professional soldier
- naval trooper
- boarding specialist
- planetary enforcer
- military escort
- occupation force
- decorated veteran
- former unit survivor

Common Worlds and Faction Links

- Terra, Asgard, Concordia, Scourge, Haven, Thanus, Cobalt
- militaries, mercenary units, planetary governments, elite companies

Typical Attribute Leanings

Space marines often favor **Endurance**, **Grace**, and **Awareness**, with **Presence** important for leadership-oriented builds and **Might** important for heavier combat roles.

Profession Identity

A marine carries training in posture, reaction, and gear familiarity. Even off duty, marines tend to move like people who expect alarms. In social spaces they may become tense, disciplined, or visibly restless in ways civilians find difficult to understand.

Space Marine Starting Skills

A Space Marine begins play with the Warrior class skills:

- **Vacc-Suit**
- **Spacewise**
- **Survival**

In addition, every Space Marine begins play with:

- **Strategy**
- **Leadership**
- **Pilot** *or* **Zero-G Operations** (player's choice)
- **Three combat skills of the player's choice**

Space Marine Starting Gear

A Space Marine begins play with starting cash and, in most cases, **issued equipment** based on their unit type.

If the character is currently or recently part of a military unit, they begin with the gear normally issued to that unit. If they are no longer attached to a unit, they have only a **20% chance** to still possess that originally issued gear.

Roll **1d100** if needed:

- **01–20:** the character still has their issued gear
- **21–100:** the character begins with starting cash only

Common Unit Types and Issued Gear

Concordian Protector

- Combat armor
- Katana
- One pistol of choice

Terran Imperial Trooper

- Combat armor
- Auto R.A.T. rifle
- Dagger

Asgardian Warrior

- Combat armor
- XR-4 blaster rifle
- One melee weapon of choice

BOT Marine

- Integral Armor of **+2 DR**
- Two weapons of choice

C'Croach Skirmisher

- Combat armor
- One rifle of choice

Space Marine Starting Cash

100 + (1d4 × 100) Credits

Journeyman Professions

The journeyman professions belong to the movement layer of the setting. These are the people who cross worlds without necessarily claiming them, who make livings from transit, service, performance, adaptability, and the practical art of arriving somewhere unfamiliar and surviving what follows. If warriors anchor one side of the galaxy's violence, journeymen anchor much of its connective life.

They carry cargo, fame, stories, companionship, practical expertise, and trouble.

Entertainer

The **Entertainer** is one of the most underestimated professions in the setting. To the foolish, entertainers are decorative people—singers, actors, dancers, musicians, performers, public faces, beautiful distractions. To anyone with real experience of the galaxy, entertainers are something far more potent. They shape emotion at scale. They travel freely across social boundaries that would stop diplomats. They enter courts, barracks, ports, luxury halls, outlaw districts, and private suites. They can gain adoration, influence, access, and wealth in ways most professions cannot even attempt.

An entertainer lives by attention, and attention is power.

The profession includes musicians, vocalists, actors, dancers, stage performers, dramatic reciters, and any figure who makes a living through performance and audience hold. Every major species except BOTs have strong artistic traditions, and that should remain part of the setting's texture. An entertainer from Nirvana will not feel like one from Amber. A C'Croach performer may turn rhythm, gesture, and ritualized body language into something outsiders never forget. An Asgardian war-singer may carry more force than many officers. A Concordian actor may be politically dangerous without ever raising a weapon.

Entertainers often begin poor and travel young. They move from venue to venue, house to house, starport to starport, building followings, learning audiences, and testing whether their talent can survive beyond their homeworld. The successful become famous, wealthy, and courted by patrons, fixers, agents, noble houses, syndics, and criminal interests alike. The unsuccessful still learn something vital: how to read rooms, charm strangers, survive humiliation, and turn presence into coin.

The profession is especially interesting because it sits close to both glamour and exploitation. Entertainers are celebrated, desired, underpaid, lied to, manipulated, and watched. Fame can become a cage. Patronage can become ownership by prettier means. A star performer may earn astonishing sums for one appearance and still discover they owe too much of themselves to too many people. The performer who commands a crowd may also be one contract dispute away from ruin.

For protagonists, the Entertainer is perfect when you want charm, emotional leverage, celebrity danger, travel, and a career that turns reputation into both shield and vulnerability.

Entertainer Role in the Setting

- singer
- actor
- musician

- dancer
- public personality
- traveling celebrity
- court performer
- social infiltrator by applause

Common Worlds and Faction Links

- Nirvana, Amber, Sanctuary, Concordia, Shadow, noble courts, luxury circuits
- patrons, agents, cultural houses, vice circuits, political salons

Typical Attribute Leanings

Entertainers often favor **Presence**, **Awareness**, and **Grace**, with some builds leaning into **Intellect** for dramatic control, language use, and social reading.

Profession Identity

An entertainer tends to understand attention the way a fighter understands range. They know when eyes are on them, how mood shifts, when a room wants reassurance, seduction, laughter, or tears, and what danger often arrives smiling from the best table.

Entertainer Starting Skills

An Entertainer begins play with the Journeyman class skills:

- **Astrography**
- **Spacewise**
- **Luck**

In addition, every Entertainer begins play with:

- **Charm** *or* **Seduce** (player's choice)
- **Captivate**
- **One of the following of the player's choice:**
    - **Sing**
    - **Dance**
    - **Musician**
    - **Act**

Entertainer Starting Gear

An Entertainer begins play with:

- starting cash
- an **agent**, if the player wants one
- a **musical instrument of choice**, if the entertainer is a musician
- suitable clothing for performances and travel

An agent is not mandatory. If the player wants their entertainer to have one, the Director should create that NPC as part of the campaign's supporting cast.

Entertainer Starting Cash

1d6 × 100 Credits

Trader

The **Trader** is one of the great civilizing and destabilizing professions of the setting. Traders do not simply move goods. They move need, opportunity, rumor, dependency, diplomacy, vice, medicine, weapons, rare luxuries, machine parts, magical components, and the practical means by which distant worlds begin to matter to one another. A trader can be a merchant, a freight captain, a route broker, a caravan master, a commission-hauler, a discreet smuggler, or the founder of something that may one day become a trade house large enough to challenge governments.

To trade is to believe movement can be turned into power.

Most traders begin small. The dream of starting with one's own ship, one's own cargo, and enough capital to take real risks is a dream, not a default. Young traders frequently carry consignment freight, work under larger houses, move commission cargo, act as route specialists for wealthier employers, or take ugly jobs honest merchants prefer not to acknowledge. Over time, a capable trader builds contacts, credit, route memory, dock relationships, and the most valuable thing of all: trust from enough people to survive betrayal by the rest.

The profession is deeply associated with **Sanctuary**, but traders belong everywhere. On Amber they deal in luxury and discretion. On Thanus they move heavy freight. On Scourge they broker salvage and medicines through dangerous lines. On Xam they may be half trader, half scavenger. In BOT space they become negotiators with machine protocol. In Imperial lanes they learn the weight of permits, inspections, and very expensive mistakes.

Trade and smuggling exist closer together than most law codes admit. A trader need not become a smuggler, but every serious merchant must understand smuggling logic, black market pressure, customs corruption, false manifests, route diversions, and who truly controls a port after dark. The profession rewards nerve, negotiation, and the ability to judge not only profit, but risk that cannot be written into contracts.

A trader protagonist is strong for campaigns focused on travel, route politics, cargo pressure, building a shipboard life, and rising from small transport work into serious economic consequence.

Trader Role in the Setting

- merchant captain
- cargo broker
- freight hauler
- route specialist
- smuggler-adjacent opportunist
- trade house founder
- contract mover
- merchant prince in the making

Common Worlds and Faction Links

- Sanctuary, Amber, Haven, Fandri, Xam, BOT trade approaches, Imperial ports
- syndics, brokers, dock unions, cargo insurers, customs webs, pirate threats

Typical Attribute Leanings

Traders often favor **Presence**, **Awareness**, and **Intellect**, with **Grace** and **Endurance** mattering greatly for captains who survive the rougher lanes personally.

Profession Identity

A trader sees everything in terms of movement, cost, timing, and leverage. They watch loading crews, weather, docking assignments, and tone of voice with equal seriousness. The ship is not scenery to them. It is the center of their fate.

Trader Starting Skills

A Trader begins play with the Journeyman class skills:

- **Astrography**
- **Spacewise**
- **Luck**

In addition, every Trader begins play with:

- **Pilot**
- **Barter**
- **Vacc-Suit**
- **One combat skill of the player's choice**

Trader Starting Gear

A Trader begins play with:

- starting cash
- a **trade ship** of a size no greater than a vessel they are capable of piloting (see skill entry).

This ship is assumed to be **used**, not new. It may have quirks, minor modifications, cosmetic wear, or common malfunctions at the Director's discretion.

Trader Starting Cash

200 + (2d6 × 100) Credits

Traveler

The **Traveler** is the profession of pure movement elevated into identity. Journeymen of all kinds travel, but the traveler is the one for whom travel itself is the profession's heart. Some are explorers, some drifters, some wander-scholars, some hitchers between ships and worlds, some relic-seekers, some route romantics, and some simply cannot remain still long enough for any other life to hold.

Travelers often discover things because they are the kind of people who arrive where other sensible folk never go.

In setting terms, the traveler stands between explorer, drifter, scavenger, adaptable survivor, and wandering adventurer. One traveler may cross the stars with deliberate purpose, searching unknown routes, dead ruins, new contacts, or places no chart confirms yet. Another may move because roots feel like suffocation, because every place becomes unbearable after a season, or because they are running from a life they never learned how to keep. The profession is broad, but always marked by self-directed mobility and a capacity to function under uncertain conditions.

Travelers tend to cultivate tools, tricks, contacts, improvised support methods, and a relaxed relationship to normal stability. They know how to get passage, how to talk their way aboard, how to scavenge what a port forgot to price correctly, and how to continue after plans collapse. They are often lightly equipped in ways that prove surprisingly effective. A universal translator, a compact reference system, a hitcher-helper device, and a pistol or practical tool can mean the difference between inconvenience and death when one is alone three worlds from anyone who cares.

The traveler profession is ideal for protagonists because it naturally supports broad, varied adventure. It is especially strong for a solo character who drifts into trouble, answers curiosity more often than caution, and survives by adaptability rather than rank, faction, or wealth.

Traveler Role in the Setting

- explorer
- void drifter
- hitcher
- route wanderer

- relic chaser
- survival vagabond
- off-world guide
- accidental discoverer

Common Worlds and Faction Links

- Xam, Jade, Gehenna routes, Shoq runs, frontier stations, ruins, independent ports
- free captains, salvage crews, route brokers, expedition teams, drifter networks

Typical Attribute Leanings

Travelers often favor **Awareness**, **Grace**, and **Intellect**, with **Presence** valuable for getting passage and **Endurance** vital for surviving bad conditions.

Profession Identity

A traveler often looks like someone whose gear was chosen by necessity rather than prestige. Their strength lies in continuation. They know how to keep going when maps fail, schedules break, and the world ahead was never meant to welcome them.

Traveler Starting Skills

A Traveler begins play with the Journeyman class skills:

- **Astrography**
- **Spacewise**
- **Luck**

In addition, every Traveler begins play with:

- **Hitch**
- **Scavenge**
- **Smooth Talk**
- **One combat skill of the player's choice**

Traveler Starting Gear

A Traveler begins play with:

- starting cash
- **one device or one pistol of the player's choice**

Travelers often possess useful odds and ends, patched gear, route tools, or travel aids appropriate to their life on the move.

Traveler Starting Cash

1d4 × 100 Credits

Outlaw Professions

Outlaws are the predators, thieves, raiders, and criminal specialists who thrive in the shadows of systems too rigid, too wealthy, too weak, or too hypocritical to fully police themselves. Beyond the Milky Way is full of laws. It is equally full of reasons to break them.

Outlaw professions should never be played as simple chaos. Each has its own ethic, survival logic, and social ecosystem.

Killer

The **Killer** is among the most feared and least loved professions in the setting, and rightly so. Where many professions may kill as circumstance or duty demands, the killer is defined by making death into trade, specialty, appetite, or methodical employment. Some are professional assassins. Some are organizational enforcers. Some are corporate or criminal operatives. Some are extortionists, hunters, elimination specialists, or elegant murderers whose reputations arrive before they do. Others are simply predators with enough skill to remain alive longer than they deserve.

This profession is distasteful because it strips away many of the stories people use to make killing seem noble.

A killer may work for corporations, pirate houses, black-market interests, state intelligence circles, mercenary syndicates, or private patrons who do not wish their enemies to survive the week. Associations such as **INCISION** is the sort of organization whose existence everyone half knows and few admit aloud. Such people are hired not only for assassination, but for coercion, pressure, disappearance, and the maintenance of fear around money and policy.

The profession tends to divide broadly between **professional** killers and **indulgent** killers. The professional sees death as contracted function. They may be morally empty or morally compartmentalized, but they maintain discipline, standards, and some kind of operational self-control. The indulgent killer, by contrast, murders for pleasure, cruelty, or private gratification as much as pay. This type is more unstable, often more theatrical, and likely to leave scars on communities rather than clean absences in archives.

Killers often rely on surprise, unfairness, and efficient brutality. They are not duelists. They do not owe others warning. A proper killer strikes from concealment, advantage, timing, or vulnerability. They may be excellent shots, patient stalkers, close-quarters specialists, poisoners, infiltrators, or some disturbing blend of all these.

For a protagonist, the Killer profession demands care. It works best when the campaign wants moral darkness, hunted identity, organization ties, or a character struggling with what they have become. It can also produce powerful antagonists and Companions of terrible utility.

Killer Role in the Setting

- assassin
- hit operative
- enforcer
- eliminator
- black contract specialist
- corporate murderer
- traveling predator

Common Worlds and Faction Links

- Shadow, Sanctuary underbelts, Imperial intelligence shadows, black markets, criminal associations
- pirate houses, corporations, covert networks, terror cells

Typical Attribute Leanings

Killers often favor **Awareness**, **Grace**, and **Presence**, with **Intellect** important for planning and **Endurance** for sustained pursuit or escape.

Profession Identity

A killer often gives off either too little presence or exactly the wrong amount. They understand shadow, distance, timing, and how fear enters a room after the fact. They are often more patient than people expect.

Killer Starting Skills

A Killer begins play with the Outlaw class skills:

- **Spacewise**
- **Shadow Cant** (language)

In addition, every Killer begins play with:

- **Backstab**
- **Shadow**
- **Crackshot**
- **Two combat skills of the player's choice**

Killer Starting Gear

A Killer begins play with:

- **one weapon of the player's choice**

- starting cash
- practical, concealing, or hard-wearing clothing suited to their methods

Killer Starting Cash

1d10 × 50 Credits

Pirate

The **Pirate** is one of the most iconic professions in Beyond the Milky Way, because the setting is large enough, rich enough, fractured enough, and lawless enough in the right places for piracy to become not merely crime, but culture. Most pirates are space pirates: raiders, boarders, freebooters, hijackers, or criminal captains who take wealth from the lanes between worlds. Some are monstrous slaughterers. Some are strategic predators who prefer surrender to blood. Some cultivate codes. Some cultivate infamy. All live by seizing what others move.

Piracy can be savage, romantic, disciplined, or theatrical depending on crew and captain. History remembers both kinds. One pirate terrorizes worlds by mutilating prisoners. Another robs a luxury liner and still ensures its passengers are brought safely planetside. The profession is broad enough to contain atrocity and rogue glamour in equal measure.

Most pirates are not solitary. They belong to crews, and crews matter. A pirate without a crew is often just an armed outlaw in need of a ship. Pirate life depends on vessel, command, route knowledge, supply, intimidation, and the unstable social chemistry of people who all know mutiny is one bad month away. This makes the pirate profession one of the strongest for ship-based campaigns, because it ties directly into crew politics, hidden loyalties, criminal patrons, and the possibility that a ship may be both home and trap.

The great pirate worlds and routes—especially **Shadow** and the black approaches leading toward it—shape pirate identity strongly. But not all pirates come from Shadow. Some are failed marines, ruined traders, mutinous labor crews, criminal aristocrats slumming in violence, C'Croach radicals funding resistance, or frontier raiders who grew clever enough to leave the atmosphere behind.

For protagonists, pirates are strong when the campaign wants ship action, outlaw crew life, aggressive freedom, shifting loyalty, and a constant tension between survival and becoming the monster everyone already assumes you are.

Pirate Role in the Setting

- raider
- ship captain
- boarder
- freebooter
- criminal crew specialist
- black-route predator
- charismatic outlaw

Common Worlds and Faction Links

- Shadow, Amber's underside, Sanctuary black routes, Xam fringes, Scourge traffic, pirate courts
- criminal houses, raider crews, smugglers, black financiers

Typical Attribute Leanings

Pirates often favor **Grace**, **Awareness**, and **Presence**, with **Endurance** important for void action and boarding life, and **Intellect** vital for captains and tactical planners.

Profession Identity

A pirate carries a mix of confidence and contingency. They live close to mutiny, pursuit, and sudden wealth. They understand ships not as transport, but as predator bodies.

Pirate Starting Skills

A Pirate begins play with the Outlaw class skills:

- **Spacewise**
- **Shadow Cant** (language)

In addition, every Pirate begins play with:

- **Pilot**
- **Vacc-Suit**
- **Strategy**
- **Two combat skills of the player's choice**

Pirate Starting Gear

A Pirate begins play with:

- **one melee weapon of the player's choice**
- **one pistol of the player's choice**
- starting cash

In addition, a Pirate has a chance to own a starship:

- **INT + 10% chance** to begin play owning a starship of **up to t**he starship class they are capable of piloting (see skill entry):
    - Roll **1d100**. If the result is equal to or less than **the character's Intellect + 10**, the pirate begins play with a suitable ship.

If the pirate begins with a ship, the Director should work with the player to determine its type, condition, and whether it already possesses outlaw modifications or armaments. Keep in mind that a starting character's initial ship is likely in need of maintenance and a captain's love.

If the pirate does **not** begin with a ship, they may begin play as part of an established pirate crew instead.

Pirate Starting Cash

100 + (1d10 × 50) Credits

Rogue

The **Rogue** is the broadest and perhaps most socially pervasive of the outlaw professions. Rogues include thieves, pickpockets, breakers, infiltrators, burglars, street operators, confidence artists, rooftop runners, con professionals, and countless varieties of criminal opportunist who make a living from what belongs to others —or from convincing others that ownership is a negotiable fiction.

If the pirate preys on routes and the killer on lives, the rogue preys on access.

Rogues exist everywhere. They work crowded ports, luxury hotels, temple festivals, customs queues, pleasure districts, warehouse lines, orbital bazaars, high windows, sealed lifts, executive offices, and alley shadows. Their methods vary enormously. One rogue may be a charming social manipulator who steals with a smile and perfect gloves. Another may be a harsh gutter survivor who learned lockwork because starvation punishes slower than police. A third may specialize in corporate intrusion, identity theft, controlled systems breach, or the practical art of being somewhere no one can explain later.

The profession is particularly adaptable because crime follows wealth, boredom, excess law, and weak law alike. On Sanctuary, rogues become brokers of secrets and contract fraud. On Amber, they steal jewelry and reputations. On Terra, they move through the warrens and lower administrative guts like fish through black water. On Shadow, they may rise high enough to become criminal professionals with near-gentleman status. On Xam or Scourge, they become practical scavengers, break-in specialists, and smugglers' best friends.

Many rogues avoid direct combat when possible. A good rogue understands that violence is noisy, memorable, and often poor trade when escape remains available. Others are quite capable of fighting, especially with small concealable weapons or evasive methods. But the soul of the profession is not battle. It is access, concealment, timing, and nerve.

For protagonists, rogues are excellent for infiltration, urban adventure, layered social play, criminal survival, and morally flexible campaigns where quick hands and quicker judgment keep the story moving.

Rogue Role in the Setting

- thief
- infiltrator
- burglar
- pickpocket
- con artist
- stealth operator
- break-in specialist
- criminal survivor

Common Worlds and Faction Links

- Sanctuary, Terra, Amber, Shadow, Concordia, major ports everywhere

- fences, smugglers, black markets, dock gangs, criminal houses, independent crews

Typical Attribute Leanings

Rogues often favor **Grace**, **Awareness**, and **Intellect**, with **Presence** highly valuable for social rogues and **Endurance** important for the rougher forms of criminal life.

Profession Identity

A rogue measures space differently than other people. Windows, pockets, ledges, vents, crowds, routines, and shadows all become usable information. They know the price of a mistake in floors, not just credits.

Rogue Starting Skills

A Rogue begins play with the Outlaw class skills:

- **Spacewise**
- **Shadow Cant** (language)

In addition, every Rogue begins play with:

- **Pick Pocket**
- **Security**
- **One combat skill of the player's choice**

A Rogue also receives **20 additional percentage points** to distribute between:

- **Hide**
- **Sneak**

The player may divide this **+20%** between the two skills in any way they choose, including placing the entire bonus into one of them.

Rogue Starting Gear

A Rogue begins play with:

- **rogue's tools**
- starting cash
- suitable concealed clothing, urban gear, or practical criminal attire

Rogue Starting Cash

50 + (1d3 × 50) Credits

Scientist Professions

The scientist professions represent structured knowledge turned into vocation. In Beyond the Milky Way, science is not opposed cleanly to magic. Rather, the setting recognizes that different domains of disciplined knowledge may all be studied, taught, refined, and applied. A doctor may combine chemistry and healing doctrine with magical integration. A mage may approach spellcraft with experimental rigor. A tech may distrust magic entirely and still seem miraculous to laypeople.

Scientists are powerful not because they all fight well, but because they understand forces that shape survival, war, wealth, and wonder.

Doctor

The **Doctor** is one of the most respected professions in the setting, and often one of the most overworked. Doctors heal, preserve, diagnose, stabilize, treat, and give frightened people reasons to hope. In a galaxy of warships, mine collapses, pirate boardings, alien ecologies, industrial accidents, magical contamination, disease, poison, mutation, and badly planned expeditions, there is never a shortage of suffering. The doctor stands where suffering meets method.

The healing arts in Beyond the Milky Way are not purely mundane. One of the defining truths of the setting is that medical knowledge was transformed when magic came to be treated as part of disciplined study rather than as superstition or feared anomaly alone. This opened entire new modes of practice and produced substances, procedures, and combined doctrines that changed the profession permanently. For example, **Penticar**, born from the meeting of chemistry and magical practice, captures this combination of sciences exactly. Medicine here is not lesser because it incorporates magic. It is broader, more dangerous, and in some cases more miraculous.

Doctors are wanted on nearly every world. They serve aboard ships, in cities, in military units, in private contract practice, in relief missions, in surgical houses, at frontier clinics, in criminal safehouses, and within factional institutions that prize healing for reasons both noble and political. A competent doctor may name high fees, especially in desperate places, though in civilized regions regulated fee doctrines and professional standards often exist.

The **Healing Hand** of Concordia deserves special prominence. As a semi-religious medical organization tied to the regulation of **Galactic Medical Doctrines**, it represents one of the most influential healing institutions in the Known Sphere. Concordian physicians are famous for a reason. Their training, ethics, and prestige ripple outward far beyond their homeworld. Yet any institution that regulates medicine also regulates access, legitimacy, and the right to call oneself a healer. That creates room for tension, orthodoxy, pride, and conflict with less formal traditions.

A doctor protagonist is invaluable in One-on-One play because they naturally support compassion, expertise, field resilience, crisis management, and difficult moral decisions. A Companion doctor may be one of the most emotionally stabilizing figures in an entire campaign.

Doctor Role in the Setting

- physician

- battlefield healer
- ship doctor
- clinic specialist
- relief medic
- surgeon
- toxicology expert
- healer-scholar

Common Worlds and Faction Links

- Concordia, Sanctuary, Amber, military fleets, frontier worlds, relief orders
- Healing Hand, civic medical houses, contracts, research clinics, military medicine

Typical Attribute Leanings

Doctors often favor **Intellect**, **Awareness**, and **Presence**, with **Grace** important for surgical or delicate work and **Endurance** vital in field medicine.

Profession Identity

A doctor carries calm under pressure differently than a warrior does. They know what blood means, what fever means, what panic sounds like before the patient speaks. Their work makes them precious and vulnerable in equal measure.

Doctor Starting Skills

A Doctor begins play with the Scientist class skills:

- **Space Lore**
- **Invent**
- **Research**

In addition, every Doctor begins play with:

- **Healer**
- **Chemistry**
- **Flora/Fauna**

Doctor Starting Gear

A Doctor begins play with:

- **a complete med-kit**

- **fine clothing**
- starting cash

Doctor Starting Cash

400 + (1d4 × 100) Credits

Mage

The **Mage** is one of the most powerful and narratively important professions in Beyond the Milky Way. What distinguishes the mage from the other scientist professions is not intelligence alone, but the disciplined capacity to cast spells, wield arcane force, interpret magical law, and in many cases shape objects, devices, and circumstances through enchantment and magical method.

Magic in this setting is not a fairy-tale exception. It is a dangerous and respected field of knowledge.

Mages are accepted far more widely in the current age than they once were, though acceptance is never the same thing as comfort. People admire mages. They hire them, fear them, regulate them, and depend on them. Worlds such as **Charm** elevate them to rulership. Worlds such as Terra and Asgard employ them to strengthen warships and military assets. Trade powers such as Sanctuary covet magical goods, enchanted devices, and contract access to arcane talent. Private collectors seek magical objects. Explorers need mages to interpret ruin-signs. Governments fear magical secrets they do not own.

Of the player character peoples, only **humans and Terrans** may choose to be mages. Other races, such as the Charioteers, may possess innate magical capacities of a different sort, but such abilities typically lie beyond those of the players. The reason humans and Terrans alone have the ability to wield magic is believed to lie in the makeup of their homeworlds, with highly skilled mages claiming the positioning of cosmic leylines to be the true cause.

Mages vary enormously in lifestyle and temperament. Some are court-trained, institutionally recognized, and politically entangled. Some are private scholars. Some are war-enchanters. Some are relic-hunters, artifact restorers, route-readers, isolated tower minds, contract casters, or itinerant magical specialists selling practical miracles for survival. Some seek wealth. Some seek forbidden knowledge. Some seek distance from everyone.

The profession becomes especially compelling in this setting because mages do not live outside technology. They may use books or mini-computers. They may enchant tools, ships, pigments, and devices. They stand at one of the purest intersections of science-fantasy in the entire module.

Mage Role in the Setting

- spellcaster
- enchanter
- magical scholar
- artifact interpreter
- war-mage

- private magical consultant
- relic-hunter
- arcane researcher

Common Worlds and Faction Links

- Charm, Terra, Asgard, Sanctuary, noble patrons, military contracts, magical houses
- magocracy, private libraries, war ministries, collectors, expedition sponsors

Typical Attribute Leanings

Mages often favor **Intellect**, **Awareness**, and **Presence**, though some magical paths may reward **Endurance** for sustained practice or **Grace** for delicate ritual action.

Profession Identity

A mage is often marked less by visible spectacle than by prepared intent. Components, pigments, books, devices, careful notes, measured speech, and alertness to unseen structures all distinguish them. The best mages often look like people who expect the world to answer back if asked correctly.

Mage Starting Skills

A Mage begins play with the Scientist class skills:

- **Space Lore**
- **Invent**
- **Research**

In addition, every Mage begins play with:

- **Arcana**
- **Magic**
- **Chemistry**

Mage Starting Gear

A Mage begins play with:

- **a science kit**
- **a container of magical pigments and components**
- **a spell book**
- starting cash

Note that the spell book may be either:

- a written tome
- a mini-computer

This is the player's choice.

Mage Starting Cash

200 + (1d3 × 100) Credits

Mage Restriction

Only **Humans** and **Terrans** may normally choose the Mage profession at character creation, unless otherwise permitted by the Director.

Tech

The **Tech** is the profession of practical genius, mechanical fluency, repair, construction, systems understanding, and invention. If one asks who keeps the galaxy running when engines fail, hulls crack, drives misalign, security seals lock, and devices refuse to behave, the answer is almost always the same: the tech.

Techs build the ships, repair the vehicles, maintain systems, invent tools, open panels, rewire failures, override dead logic, and make the impossible seem ordinary because they understand how the ordinary was made in the first place.

Though grouped with scientists, techs are not usually magical practitioners. Many distrust magic or simply prefer systems they can open, test, rebuild, and improve directly. Others make practical use of enchanted tools or magical devices without entering full arcane study. In this way the tech stands as a useful counterpoint to the mage: a figure no less wondrous in effect, but grounded in materials, systems, and the hard logic of making things work.

The profession is deeply important across the setting. Large ships need ship-techs. Military forces need field engineers and maintenance specialists. Corporations need inventors and system designers. Salvagers need drive-whisperers and patch experts. Frontier settlements need practical repair minds more than they need elegant theory. In BOT space the profession rises almost to cultural emblem, especially on **Varga** and **Dallon**, where machine ingenuity and technical refinement helped shape civilization itself. The invention of the **ultrawarp drive** and **Dallonite** rightly makes BOT tech culture legendary.

Techs are rarely idle. Even the wealthy ones are surrounded by projects, problems, maintenance demands, and people who only remember them when something expensive stops working. This makes them superb protagonists and Companions, because they naturally pull the story toward ships, systems, practical obstacles, and clever solutions.

Tech Role in the Setting

- engineer
- ship-tech
- systems repairer

- inventor
- field mechanic
- security specialist
- machine scholar
- practical genius

Common Worlds and Faction Links

- Varga, Dallon, Sanctuary, Thanus, Xam, military fleets, industrial worlds
- technocracies, corporations, shipyards, salvage crews, research departments

Typical Attribute Leanings

Techs often favor **Intellect**, **Awareness**, and **Grace**, with **Endurance** important for hazardous repair conditions and **Presence** useful for supervisory or shipboard authority roles.

Profession Identity

A tech often appears to notice systems before people do. They listen to engines, doors, power fluctuations, fittings, and timing. Their hands tend to be occupied, stained, scarred, or missing the sort of softness wealthier professions preserve.

Tech Starting Skills

A Tech begins play with the Scientist class skills:

- **Space Lore**
- **Invent**
- **Research**

In addition, every Tech begins play with:

- **Fix It**
- **Computer Mind**
- **Security**
- **One combat skill of the player's choice**

Tech Starting Gear

A Tech begins play with:

- **a technical kit**
- **a beamer**

- **a mag-belt**
- starting cash

Tech Starting Cash

300 + (1d3 × 100) Credits

Director Guidance: Professions in Play

A profession should matter in scenes even before dice are rolled.

A Duelist should make a room tense.
A Space Marine should be read as dangerous by people who know war.
A Trader should notice cargo problems instinctively.
A Rogue should see access where others see walls.
A Doctor should understand injury as more than hit points.
A Mage should feel the weight of magical places before others do.
A Tech should hear failing machinery like a warning spoken aloud.

If a profession only matters during character creation, it is not doing enough work. It should shape the campaign's language, assumptions, and opportunities from the very first session.

Taking On a New Profession During Play

A character may begin with one profession, but a long-running campaign may lead them into another. A soldier may become a pirate. A rogue may train as a tech. A trader may become a duelist. A marine may leave service and grow into a soldier of fortune. A doctor may pursue magical study and eventually become a mage if the setting allows it.

This should also be handled simply.

A Character Does Not Forget Their Old Profession

When a protagonist takes on a new profession during play, they do **not** lose the skills they already possess.

They do **not** erase their old life.
They do **not** become a blank beginner again.

A former Space Marine who becomes a Trader still knows how to wear a vacc-suit, read a boarding corridor, and fight like a trained professional. A Rogue who becomes a Doctor does not stop understanding locks and alleys. A Tech who becomes a Pirate still thinks like an engineer.

That history remains part of the character.

What Is Left Behind

What a character usually leaves behind when changing profession is not skill—it is **identity, support, and assumption**.

A profession change may mean losing:

- military issue privileges
- legal authority
- faction access
- regular supply chains
- old contacts
- a clean reputation
- stable income
- professional standing
- trust from those who knew them before

A former marine who turns pirate may keep their training but lose unit backing, lawful status, and issued military support.
A former trader who becomes an outlaw may still know routes and markets, but now lives under suspicion or pursuit.
A former doctor who turns mage may retain healing knowledge, but gain new social fear and new obligations.

What Is Gained

A new profession should grant new identity only when the character has truly grown into it through play.

That usually means:

- learning the profession's core methods
- gaining some or all of its key skills over time
- acquiring or building the tools of that profession
- being recognized by others as belonging to that role

A character becomes a new profession because the campaign proves it.

Restrictions

Profession changes should still respect setting restrictions.

For example:

- only **Humans** and **Terrans** normally become **Mages**
- a profession that depends on training, magical study, or institutional access should require those things in the story
- the Director may require time, instruction, testing, or sacrifice before the new profession is fully claimed

The Simple Rule

If the story supports it, a character can grow into a new profession.

They keep what they already know.
They gain what they earn.
They lose what their old life no longer gives them.

That is all the rule needs to be.

Chapter Four: Skills

Life in **Beyond the Milky Way** has a way of testing what a person can actually do.

A ship can get you off-world. It cannot talk your way past customs. A blaster can keep someone at range. It cannot repair a cracked seal, read a dead star chart, calm a frightened crewman, or tell you whether the ruin ahead is sacred, trapped, or worth enough to risk opening. A little courage helps, of course. So does luck. But most of the time, survival comes down to skill.

Skills are the practical things a protagonist knows how to do in a dangerous, far-flung galaxy. They are trade habits, battlefield instincts, learned professions, bad-world survival tricks, stationwise street sense, technical training, artistic talents, and the stranger disciplines that belong to mages, scholars, and people who have spent too much time around things that were never meant to be understood by ordinary minds. They are not just numbers on a page. They are history. If a character has **Pilot**, that says something about how they have lived. If they have **Spacewise**, that says something else. **Security**, **Magic**, **Healer**, **Scavenge**, **Strategy**—all of it tells a story before a word of background is ever spoken aloud.

A character who thrives in the markets and shadow-deals of Sanctuary may feel badly out of place in the deserts of Sparta or the iron discipline of Terran space. Someone who can read old magical workings on Charm may still be useless in a grav-vehicle chase through a mining route on Fandri. A smooth-talking trader, a mutant scavenger, an Asgardian marine, a BOT technician, and a C'Croach rogue can all stand in the same docking bay looking at the same problem, but the skills they bring to it will shape what happens next. More importantly, those skills will shape how they see the problem in the first place.

Mechanically, BTMW uses the standard **One-on-One RPG** skill system. When the outcome matters, roll **d100** and try to score equal to or under the relevant skill. If the situation helps, the Director may grant Advantage. If conditions are poor, rushed, chaotic, or simply ugly, Disadvantage applies instead. Some successes are clean. Some are narrow. Some failures are survivable. Some are the sort that follow the crew for a while. The skill system is there to support the fiction, not bury it.

Each skill begins from its linked Attribute:

Skill Base = linked Attribute ÷ 2, rounded down

From there, training, experience, and skill point investment build the character into something sharper. Some skills are broad and common. Others are specialized enough that not everyone should have them. A few, especially **Arcana** and **Magic**, obey special rules because they deal with forces that do not always play fairly with normal limits.

This chapter also reflects something important about the tone of the setting: not every useful skill is glamorous.

Some are. **Pilot** is glamorous right up until the landing goes wrong. **Magic** is glamorous until the spell slips. **Gunnery** is glamorous if you are watching from a safe distance. But a great many important skills in BTMW are quieter than that. **Fix It** keeps the ship running when the route goes bad. **First Aid** keeps a bad wound from becoming a dead friend. **Appraisal** stops a crew from selling a fortune for scrap. **Climb**, **Notice**, **Sneak**, and **Unarmed Combat** are the sort of skills that do not attract songs, but they keep showing up in the moments that matter most.

That is why some skills in this chapter are treated as **Common Skills**. They are not exotic. They are simply part of staying alive in a setting like this. People climb because the safe route is broken. They hide because getting seen would be foolish. They jump because the floor is gone. They notice because trouble rarely announces itself politely. They fight barehanded because sometimes there is no time to draw.

Other skills are more specialized, and they should feel that way. Not everyone knows how to run a transporter lock, negotiate a planetary contract, forge customs papers, diagnose radiation poisoning, or read the metaphysical structure of an old ward carved into black station stone. That is good. Specialists should matter. A crew feels more like a real crew when different people are good at different things.

As you read through the entries that follow, it helps to think of each skill as part of the setting rather than something floating above it. These are not generic adventure skills with a thin coat of stars brushed over them. They belong to a science-fantasy galaxy of trade routes, cracked moons, old ruins, rough ports, dangerous wilderness, Imperial patrols, black markets, strange magic, and people trying to make a life somewhere between civilization and the dark. A BTMW skill should feel like it has been lived in. It should feel like somebody learned it for a reason.

The pages ahead cover the arts of fighting, fixing, deceiving, surviving, persuading, healing, navigating, performing, inventing, and enduring across the known worlds of Beyond the Milky Way. Some of these skills will save a protagonist's life. Some will make them money. Some will get them into trouble. A few will do all three in the same session.

Master Skill List

Acrobatics
Act
Appraisal
Arcana
Armor
Astrogate
Astrography
Backstab
Barter
Charm
Cheat
Chemistry
Climb
Computer Mind
Crackshot
Credit
Dance
Demolitions
Detect
Diplomacy
Disarm
Disguise
Do Anything
Drive
Fast Draw
First Aid
Fix It
Flora/Fauna
Forgery
Gaming
Gunnery
Healer
Heavy Weapons
Hide
Hitch
Invent
Jump
Leadership
Luck
Magic
Melee Combat
Musician
Notice
Pick Pockets
Pilot
Pistols
Research
Riding
Rifles
Scavenge
Scholar
Security
Seduce
Shadow
Sing
Smooth Talk
Sneak
Space Lore
Spacewise
Staredown
Strategy
Survival
Swim
Tracking
Transporter Tech
Unarmed Combat
Vacc-Suit
Weaponsmith
Willpower
Zero-G Operations

Acrobatics (Grace) — [Movement, Evasion]

Acrobatics is trained motion under pressure. It is not merely tumbling or circus grace, though it can include both. In Beyond the Milky Way, it more often means keeping control of your body when the world beneath you is unreliable: collapsing catwalks, broken gantries, grav-skiff hulls, cargo stacks, shattered station floors, and the kind of terrain that gets people killed when they trust it too much. A character with Acrobatics knows how to roll with a fall, catch momentum, recover balance, and make difficult movement look cleaner than it has any right to be. In combat, this same control can turn a desperate evasive movement into something deliberate and dangerous to pursue.

A successful Acrobatics Test may be used to reduce the harm of a fall, land in a controlled position, cross unstable footing without losing balance, or perform a sharp evasive movement that would otherwise leave the character sprawled, hanging, or exposed. It is the difference between leaping from wreckage and surviving the landing, or breaking an ankle and losing the fight before it properly begins.

Modifiers: +10 with ample room, firm footing, or a prepared route; −10 on slick metal, unstable debris, or in poor visibility; −20 while wounded, overloaded, or attempting a reckless stunt under fire.

Act (Presence) — [Social, Performance, Deception]

Act is the art of becoming believable. On a stage, that may mean performance, drama, imitation, comedy, or public spectacle. Away from the stage, it becomes something more dangerous. In the ports, courts, stations, and border worlds of BTMW, Act is what lets a person put on another life for a little while and make others accept it. It covers control of voice, posture, emotional presentation, timing, false familiarity, and the small instinctive choices that separate a costume from a convincing lie.

A character using Act can perform formal entertainment, but they can also pass themselves off as a dock official, merchant factor, petty noble, nervous courier, or any other role that the moment demands. It combines especially well with Disguise, though the two are not the same skill. Disguise makes you look right. Act makes you feel right to everyone watching. Without it, the face may hold, but the performance slips.

Modifiers: +10 with preparation, costume support, or a willing audience; −10 under suspicion or close scrutiny; −20 when impersonating a known individual around friends, lovers, subordinates, or rivals who would notice the wrong note quickly.

Appraisal (Intellect) — [Trade, Knowledge]

Appraisal is the practiced judgment of worth. It tells a character what something is likely to sell for, who would want it, how rare it is, whether it is damaged, and whether the seller is hoping ignorance will do half the bargaining for them. In a setting built on trade, relic-hunting, scavenged technology, black markets, private cargo deals, and old treasures pulled from dangerous places, that kind of knowledge matters a great deal.

A skilled appraiser does not only judge cash value. They can often read workmanship, origin, and demand. A crate of salvage pulled from a dead station may look like scrap to one crew and like a month's fortune to another. A religious icon on Malador, a Terran seal-ring, a piece of shard-reactive machinery, or a pre-collapse navigational plate from a derelict hull can all mean very different things depending on who is buying. Appraisal is what keeps characters from selling rare things for junk rates—or paying treasure prices for decorative garbage.

Modifiers: +10 with time, good light, and the chance to handle the object properly; −10 for damaged, incomplete, or disguised items; −20 for alien, magical, relic-grade, or culturally specialized objects far outside ordinary trade knowledge.

Arcana (Intellect) — [Knowledge, Magical, Specialist]

Arcana is knowledge of magical structure rather than magical force. It is the study of symbols, metaphysical law, spell tradition, occult theory, known entities, wards, workings, ritual logic, and the hidden architecture that lies beneath spellcraft. A character may know Arcana deeply and still be unable to cast a single useful spell. Just as a person may understand starship design without ever being a pilot, so too may one understand magic without being able to wield it.

In BTMW, Arcana matters wherever magic touches real life: in Charmian doctrine, in relic studies, in magical contraband, in old inscriptions, in cursed sites, in enchanted cargo, and in the many dangerous misunderstandings that happen when ordinary spacers touch things they should have left in their box. A successful Arcana Test can identify a magical tradition, recognize the purpose of a ward or ritual space, interpret occult markings, or tell a crew the difference between an active magical threat and mere old superstition.

Modifiers: +10 with texts, diagrams, ritual traces, or proper study conditions; −10 in distorted or degraded magical environments; −20 for alien occult systems, corrupted workings, or ancient force traditions outside the known schools.

Armor (Endurance) — [Equipment, Military]

Armor is the trained use of powered suits, sealed combat shells, and other protective systems that require more than brute confidence to wear properly. In BTMW, armor is not just clothing with plating. The heavier and more sophisticated it becomes, the more it turns into a working machine around the body. A suit that enhances motion, locks against vacuum, supports targeting, regulates strain, or carries built-in systems must be understood if it is to help instead of hinder.

A character with Armor knows how to don the suit correctly, seal it, wake it properly, and move within it without fighting its balance or wasting its support systems. They understand the practical rhythms of armored use: breath, weight, range of motion, suit strain, and the uncomfortable truth that panic feels much worse when you are locked inside steel and pressure systems. A failed Armor Test does not always mean catastrophe, but it may mean awkward movement, poor system control, or dangerous error at the worst time.

Modifiers: +10 with familiar military or house-issued armor; −10 with damaged, badly fitted, or unfamiliar suits; −20 when using alien, relic, or technically unstable armor whose logic does not match normal human operation.

Astrogate (Intellect) — [Navigation, Space]

Astrogate is the hard science of knowing where you are in the void and where you are trying to go. It is not merely reading a chart. It is understanding position, route logic, relative drift, known lanes, planetary relation, stellar reference, and the practical geometry of survival in space. In a civilized system, this may feel routine. In bad routes, black lanes, Verge-edge movement, or uncertain regions, Astrogate becomes the difference between arrival and disappearance.

A trained astrogator can read and interpret star maps, confirm relative position, check route assumptions, and support interstellar movement even when systems are damaged or charts are old. On a more local scale, the same disciplined sense of positioning can help with planetside navigation where topography, landmarks, and map logic matter more than guesswork. It is a skill of orientation,

precision, and not trusting space simply because it looks empty.

Modifiers: +10 with current star charts, nav databases, or astrogation support systems; −10 with outdated route information or incomplete records; −20 in disrupted space, damaged nav conditions, or regions known for drift, hidden lanes, or bad mapping.

Astrography (Intellect) — [Knowledge, Planetary]

Astrography is knowledge of worlds rather than routes. It tells a character what kind of place a planet, moon, system station, or colony actually is. Geography, climate, known cities, established cultures, notorious hazards, trade identity, common species, historical significance, and likely conditions all fall within its scope. Where Astrogate answers where you are, Astrography answers what sort of place you have arrived in.

This is invaluable in a setting where worlds differ violently from one another. A crew touching down on Sanctuary should not think like they are landing on Sparta. A run toward Jade, Fandri, or Malador should begin with some idea of what kind of ground, weather, life, and trouble waits below. Astrography turns worlds from names on a chart into usable expectations. It will not tell a crew everything, but it may stop them from walking into a desert in light urban gear or treating a trade-world shrine district like a common loading yard.

Modifiers: +10 with current planetary databases or recognized reference systems; −10 for frontier, unstable, or poorly documented worlds; −20 for hidden colonies, restricted systems, recently transformed environments, or places known mostly by rumor.

Backstab (Grace) — [Combat, Ambush]

Backstab is the lethal exploitation of surprise. Despite the name, it is not limited to knives or literal attacks from behind. In modern BTMW terms, it covers any close, sudden, committed strike made against a target that has not properly detected the attacker. It is the skill of turning concealment into multiplied harm.

Used well, Backstab is what makes stealth frightening. It is not enough to be unseen. One must also know how to use that advantage in the instant before it vanishes. A successful Backstab Test means the character places the blow where it matters most, with the force and timing needed to do more damage than an ordinary attack would manage. This may be a blade under a shoulder seam, a pistol shot from arm's length before the guard turns, or a silent strike against a distracted sentry in broken light.

In game terms, a successful Backstab skill use gives the attacker an automatic critical hit, doubling their weapon's base damage die (a weapon that inflicts 1d6+1 damage would instead inflict 2d6+1). In addition, the amount of damage rolled plus Edge determined by attacker's DoS, less the AR of the target, can be rolled on a d100 to cause an instant kill with any target that is medium sized or smaller (typically under 7 feet tall).

Modifiers: +10 against a wholly unaware target; −10 if the target is alert but looking the wrong way; −20 if armor, position, active scanning, or battlefield confusion makes a clean ambush strike difficult to land properly.

Barter (Presence) — [Trade, Social]

Barter is negotiation without fixed price. It is the language of cargo brokers, salvage crews, desert traders, black-lane merchants, desperate settlers, junk captains, and anyone working in a place where formal value gives way to practical need. In BTMW, Barter is often more useful than simple money. A cargo crate, a ride out, a medical favor, spare parts, route information, ammunition, starport clearance, forged tags, or a promise of future exchange may all hold more value than raw credits depending on the world and the hour.

A good barterer understands need, pressure, presentation, and timing. They know when to act insulted, when to appear indifferent, and when to signal that the offer in front of the table is the best one either side is going to get. Against another skilled trader, Barter becomes a quiet duel of leverage. Against the desperate, the proud, or the foolish, it becomes something uglier and easier.

Modifiers: +10 when you clearly have something the other side needs; −10 against seasoned merchants or hard traders; −20 when the other party knows the true value better than you do or has no real reason to accept your terms.

Charm (Presence) — [Social, Influence]

Charm is personal ease used as a tool. It is not deception exactly, and it is not seduction unless it leans that way. Charm is what makes people listen a little longer, soften a little faster, forgive a little more than they meant to, or decide that helping you may not be such a burden after all. Some characters achieve it through warmth. Some through style. Some through wit, confidence, gentleness, beauty, or practiced social intelligence.

In BTMW, Charm opens doors that force would close. It smooths over docking problems, earns patience from officials, wins small acts of loyalty, and turns strangers into temporary allies. It does not erase self-interest, but it can reshape it. Used badly, it becomes transparent. Used well, it feels natural enough that the target rarely notices the moment they chose to be agreeable.

Modifiers: +10 in relaxed or socially favorable conditions; −10 against suspicious or disciplined targets; −20 when the target has reason to fear, hate, or distrust the character already.

Cheat (Awareness) — [Gaming, Deception]

Cheat is dishonest advantage in games of skill, chance, or public competition. It is card work, loaded play, false reads, hidden methods, marked surfaces, timing, and the cool nerve required to win while pretending nothing unusual has happened. In civilized clubs, back-room dens, trade halls, military barracks, or dealer pits on Sanctuary, Cheat can turn recreation into profit—or into a knife fight if mishandled.

The skill also includes the trained eye needed to recognize that someone else is cheating. Ordinary Notice may catch clumsy fraud. Cheat catches the work of people who actually know what they are doing. This makes it one of those underworld-adjacent skills that says more about a character's history than they may care to admit aloud.

Modifiers: +10 in familiar games with prepared methods; −10 under active scrutiny or among professionals; −20 against another practiced cheat who is ready for exactly the sort of trick you intend.

Chemistry (Intellect) — [Science, Craft]

Chemistry is the knowledge of compounds, reactions, preparation, transformation, and practical chemical manufacture. In BTMW, this reaches far beyond schoolroom science. It touches medicine, toxin work, industrial processing, field compounds, stimulants, solvents, explosives support, preservation agents, reagents used in magical practice, and the countless substances that make civilization cleaner, deadlier, faster, or stranger.

A character with Chemistry knows what can be mixed, what should not be mixed, what a residue suggests, and what sort of process a substance likely came from. They can support laboratory work, field analysis, technical manufacture, and certain types of magical or pharmaceutical preparation. Without proper gear, Chemistry becomes much more difficult, because knowing the reaction and controlling it are two different things, and only one of them keeps all your fingers attached.

Modifiers: +10 with proper laboratory conditions or a well-stocked science kit; −10 with partial field

gear; −20 when improvising with poor materials, uncertain purity, or unstable compounds under pressure.

This is much closer to the tone I think you want. The next pass should simply continue in this exact format through the rest of the list, without the short utility bullets.

Climb (Might) — [Common, Movement]

Climb is the plain, necessary skill of getting up, down, or across something that was not built to be crossed safely. In Beyond the Milky Way, that may mean station maintenance shafts, broken hull plating, cliff walls on Malador, cargo nets in a freight bay, old ruins on Gehenna, or the outer skin of a ship when things have gone badly enough that "outside" is suddenly part of the plan. It is not an elegant skill. It is the skill of grip, weight, leverage, and not slipping when the drop below you is ugly.

A character with Climb knows how to read handholds, shift their weight, and keep moving even when footing is poor and the surface wants to throw them off. In play, it matters most when a failed climb would mean a fall, delay, exposure, or a very public embarrassment in front of people who were already not impressed.

Modifiers: +10 with good handholds, climbing gear, or anchored support; −10 on smooth surfaces, rusted metal, or shifting debris; −20 in rain, vacuum exposure, combat, or while carrying awkward weight.

Computer Mind (Intellect) — [Technical, Analysis, Specialist]

Computer Mind is the habit of thinking like a machine without becoming one. It is structured memory, clean internal logic, rapid calculation, and the ability to hold complex technical relationships in the mind long enough to do something useful with them. In BTMW, this skill is especially valuable around advanced devices, machine-built systems, alien interfaces, and problems that would leave ordinary technicians muttering until someone smarter arrives.

A character using Computer Mind can memorize data with unusual clarity, perform difficult analysis, and break down unfamiliar systems into something workable. It is not the same as simple education. It is a sharper, colder form of reasoning. On the right character, it feels almost unnatural. On the wrong one, it looks like staring at a dead screen for six minutes and then suddenly knowing exactly which panel needs to come off.

Modifiers: +10 with uninterrupted study, system access, or diagnostic support; −10 under pressure or distraction; −20 with alien, relic, or damaged technology whose logic does not resemble known design.

Crackshot (Awareness) — [Combat, Precision, Specialist]

Crackshot is the discipline of placing a shot where it matters. It belongs to duelists, patient hunters, professional killers, and anyone who understands that a clean first hit is worth more than a dozen panicked ones. In Beyond the Milky Way, it often means one aimed shot through shifting cover, a hard breath before the trigger, and a sudden silence after the weapon speaks.

A character with Crackshot can use ranged weapons with more intention than ordinary marksmanship allows. This may mean choosing a location on the target, taking a patient sniping shot after setup and aim, or making the first shot of a fight count for more than simple attack routine. It is not a replacement for a weapon skill. It is the edge laid over that weapon skill when the shooter wants exact result, not just impact.

In game terms, a successful Crackshot use enables a called "special" shot or automatic critical damage per normal critical hit rules, but only if their following

ranged weapon attack is successful. A Crackshot skill roll can only be attempted if a character is attacking from outside of immediate combat, stealth, or if they win initiative before their confronted opponent.

Modifiers: +10 with scope, support, or careful aim; −10 in close, chaotic exchanges; −20 against moving targets, bad visibility, or under rushed fire.

Credit (Presence) — [Social, Wealth]

Credit is financial trust given form. It is the ability to obtain goods, services, or outright loans based on status, reliability, house standing, perceived future value, or the willingness of some institution to believe you are worth the risk. In respectable worlds, this is power. In rougher ones, it is bait for trouble if you fail to pay what you promised.

A character with Credit knows how to present themselves as fundable. They understand contracts, appearances, confidence, and the unspoken rules of leverage. In BTMW, Credit often works best among humans and Terrans because their systems of commerce and personal obligation support it most cleanly, though even elsewhere the spirit of the skill remains useful. It is the difference between walking away with the gear you need now and walking away with nothing but certainty that the price was fair.

Modifiers: +10 in lawful, structured economies or among merchants who value reputation; −10 if your standing is uncertain or already strained; −20 in black markets, frontier settlements, or anywhere formal debt is less persuasive than armed refusal.

Dance (Grace) — [Performance]

Dance is movement made deliberate enough to be read by others. It may be art, seduction, ritual, court display, celebration, or cultural language depending on the world and the audience. In BTMW, that range matters. Some dances are meant for pleasure. Others are formal, religious, or politically charged. One wrong step in the wrong hall can look less like poor technique and more like disrespect.

A character with Dance can perform known styles well, imitate structured movements, and carry themselves with physical confidence in situations where movement is being watched as carefully as speech. It may support social infiltration, formal performance, or simple entertainment. Like all performance skills, it becomes sharper when the character knows the culture they are stepping into.

Modifiers: +10 with familiar music, known style, or rehearsal; −10 when improvising or adapting unfamiliar forms; −20 when the dance carries ceremonial or cultural importance the character does not truly understand.

Demolitions (Intellect) — [Technical, Explosives]

Demolitions is the skilled use of things that are meant to come apart violently. It covers making charges, identifying explosive compounds, setting them properly, understanding blast placement, disarming dangerous work, and knowing when everyone nearby should already be running. In a science-fantasy frontier full of breaches, sabotage, war salvage, pirate work, military caches, and badly stored ordnance, it is one of those skills that feels like overkill until the precise minute it becomes indispensable.

A character with Demolitions knows that explosives are not merely damage. They are timing, direction, containment, shaping, and nerve. The real skill lies not in making something explode, but in making it explode in the correct way, at the correct moment, without taking half the crew with it unless that was somehow the plan.

Modifiers: +10 with proper kits, stable compounds, or time to work; −10 in field conditions or with partial materials; −20 while rushed, under fire, or dealing with unfamiliar military or alien-grade charges.

Detect (Awareness) — [Investigative]

Detect is focused perception sharpened into method. Where Notice catches what is obvious, Detect digs for what is hiding. It is the skill of active search, close reading, and the ability to pull detail from uncertainty. In play, this is the skill that tells a character not just that something is wrong, but what sort of wrong it likely is.

A character using Detect may search a compartment, a scene, a body, a cargo stack, a gaming table, or a suspicious conversation. It is used to notice professional concealment, understand suspicious detail, pierce weak disguises, catch cheating, and spot signs that ordinary awareness would miss. Detect is one of those skills that can make a clever party feel much smarter than the trouble waiting for them expected.

Modifiers: +10 with time, good light, and a systematic search; −10 in clutter or distraction; −20 against expert concealment, layered misdirection, or active countermeasures.

Diplomacy (Presence) — [Social, Political]

Diplomacy is the art of managing tension without making it worse. It is formal speech, compromise, tact, political intelligence, and the ability to move through conflict without turning every disagreement into a declared enemy. In the known worlds of BTMW, where governments, trade powers, syndics, mage orders, Terran authorities, clan chiefs, corporate agents, and armed captains all have reasons to stand on pride, Diplomacy can be more valuable than any weapon a person carries.

A successful Diplomacy Test allows a character to frame negotiation, secure a hearing, soften a hostile stance, or keep a dispute from slipping into violence too quickly. It works best when the parties involved still want something besides blood. Against officials, ambassadors, envoys, officers, and recognized representatives, it can carry real weight. Against common folk, it may function as a more formal kind of persuasion, though the failure there can sting harder than a simple bad impression.

Modifiers: +10 with recognized authority, clear shared interest, or preparation; −10 in openly hostile talks; −20 where one side wants domination, humiliation, or public refusal more than agreement.

Disarm (Grace) — [Combat, Control]

Disarm is the skill of taking something dangerous out of another being's hand before they use it on you again. It may be flashy in a duel, brutal in a grapple, or almost invisible in a close scramble. However it happens, the intent is the same: remove the enemy's advantage without necessarily killing them.

A character with Disarm knows how to attack the grip rather than the body. They use leverage, timing, pain, and surprise to make a weapon leave the hand that held it. In some fights this matters more than damage. A pistol on the floor changes a room. A knife flying into the dark can end someone's courage faster than a wound.

Modifiers: +10 with leverage, surprise, or superior position; −10 against strong grips or two-handed control; −20 against powered grips, locked gauntlets, or much stronger opponents.

Disguise (Intellect) — [Deception, Social]

Disguise is the practical art of changing how you are seen. It covers clothing, posture, contour, make-up, silhouette, surface detail, and the visual lies that let a character pass as someone else or as someone less memorable than they really are. In a simple scene, Disguise may be enough on its own. In a hard one, it wants Act beside it.

A good disguise does not always mean full impersonation. Sometimes it only means becoming forgettable. A dock worker. A station clerk. A mercenary from three sectors over. A pilgrim, courier, factor, or widow. Used well, Disguise allows

a character to move through places where their real face would stop the story at the first checkpoint.

Modifiers: +10 with proper materials, wardrobe, and preparation; −10 under close inspection; −20 when crossing strong racial, biological, or personally familiar boundaries.

Do Anything (Intellect) — [Wildcard, Specialist]

Do Anything is broad, ugly versatility. It is what happens when a character has survived by improvising instead of specializing. It is not mastery. It is not elegance. It is the skill of looking at a problem, deciding that failing would be inconvenient, and doing something passable anyway.

In practice, Do Anything allows a character to attempt skills they do not formally possess, so long as the Director agrees the attempt is reasonable. In the BTMW tone, it belongs to drifters, veterans, adaptable rogues, frontier operators, and people whose lives did not leave much room for academic purity.

Modifiers: +10 when the task is adjacent to known experience; −10 in dangerous or rushed conditions; −20 for specialist, delicate, or high-stakes work that should really belong to someone properly trained.

Drive (Grace) — [Vehicle, Operation]

Drive is the operation of ground and surface vehicles. It covers wheeled machines, tracked carriers, industrial crawlers, armored rigs, skimmers where appropriate, and the rough ordinary truth that a land vehicle becomes a weapon the moment things go wrong fast enough. Across BTMW, it matters in city pursuit, trade caravans, desert crossings, mining convoys, military movement, and all the ugly ground-level trouble that starships cannot solve.

A character with Drive can handle standard operation and push beyond it when danger demands. Hard turns, bad terrain, speed under pressure, controlled skids, obstacle response, and pursuit all live here. The better driver is not just the one who goes fastest. It is the one who still has a usable vehicle when the bad road ends.

Modifiers: +10 on open ground, good roads, or with a familiar vehicle; −10 in bad weather, poor traction, or damaged control systems; −20 during pursuit, wreck navigation, combat driving, or extreme terrain.

Fast Draw (Grace) — [Combat, Initiative, Specialist]

Fast Draw is readiness made physical. It is the skill of clearing leather, waking a blade, bringing up a hidden pistol, or snapping into a fighting stance before the other side finishes deciding whether the moment has turned violent yet. In BTMW, that moment matters. Duels, bar fights, ambushes, station violence, and the first breath of betrayal are often decided before anyone speaks twice.

A character with Fast Draw does not simply move quickly. They move cleanly, without wasted motion. They know how they carry their weapon, where their hand begins, and how to commit before hesitation grows teeth. Even when surprised, this skill gives them a chance to claw back initiative that should have belonged to the enemy.

In combat terms, a character who successfully rolls a Fast Draw attempt will always win initiative in combat over any other combatants, except for another character who can also attempt a Fast Draw roll. Multiple Fast Draw skill rolls proceed in DoS order, with highest DoS acting first.

Modifiers: +10 with a familiar weapon and proper carry; −10 from awkward position or concealed draw; −20 while seated, restrained, tangled in gear, or under true surprise.

First Aid (Intellect) — [Medical, Field]

First Aid is emergency treatment done now, with the supplies on hand and the patient still breathing hard from whatever nearly killed them. It is not surgery and it is not deep medicine. It is stopping blood loss, stabilizing shock, binding a wound, clearing an airway, and getting someone through the next few minutes or hours without losing them.

In a hard-travel setting like BTMW, this is one of the most practical skills any crew can carry. Not every team travels with a doctor. Most travel with trouble. First Aid is the difference between "hurt" and "dying," between continuing the job and being forced to drag a comrade back to port while hoping they stay warm enough to complain later.

Modifiers: +10 with a first aid kit or clean field supplies; −10 with improvised materials; −20 during combat, in contamination, or while treating severe trauma under pressure.

Fix It (Intellect) — [Technical, Repair]

Fix It is the practical technical skill of BTMW. If it is broken, jammed, scorched, leaking, sparking, misfiring, off-balance, or one more bad hit away from becoming scrap, Fix It is the skill that gives it another chance. It covers machines, electronics, vehicles, ship systems, field patchwork, emergency rerouting, and the kind of blunt repair wisdom that keeps crews alive in places where proper maintenance support is a rumor.

A character with Fix It knows how to open the panel, find the real problem, and decide whether this is a clean repair, a temporary patch, or the sort of lie you tell the engine so it keeps running until port. In BTMW, that skill carries enormous weight. Ships drift. weapons fail. seals crack. drives complain. machines always break when someone important is watching.

Modifiers: +10 with a workshop, garage, or proper tech support; −10 with a light or improvised tool set; −20 for field patchwork on complex, damaged, alien, or relic-grade systems.

Flora/Fauna (Intellect) — [Knowledge, Survival]

Flora/Fauna is the living-world skill. It covers native plants, animals, parasites, predators, poisonous growths, edible growths, migration patterns, behavior, and the practical biology of places that do not care whether you know what is stalking you. In BTMW, where every planet has its own version of teeth, spores, venom, or silence before attack, that knowledge is often worth more than bravery.

A character using Flora/Fauna can identify useful or dangerous life, recognize feeding and movement signs, and make better decisions in wild or semi-wild environments. It supports hunting, foraging, field medicine, and general survival. It also helps prevent the kind of frontier death that begins with, "I thought it was just a plant."

Modifiers: +10 with local records, guides, or planetary data; −10 on unfamiliar worlds; −20 for mutated, engineered, ancient, or poorly documented lifeforms.

Forgery (Intellect) — [Crime, Technical]

Forgery is the making of false paper, false authority, and false certainty. It covers documents, transit tags, cargo papers, letters of introduction, manifests, permits, credentials, seals, currency, and all the little official lies that allow the bigger unofficial ones to move freely. In BTMW, it thrives anywhere bureaucracy exists long enough for someone to learn how to imitate it.

A skilled forger does not simply copy appearance. They understand tone, structure, expected error, and the sort of authenticity that comes from making a document feel routine rather than impressive. The best forgery is the one no one studies too hard because it looks exactly like something they have already seen a hundred times.

Modifiers: +10 with real samples or proper materials; −10 under time pressure or with poor reference; −20 against layered security, biometrics, or formats tied to tightly controlled institutions.

Gaming (Intellect) — [Leisure, Social]

Gaming is the skill of structured play. It covers rules knowledge, table habits, strategy, odds, and familiarity with the many games of chance and competition found throughout BTMW. That may sound soft compared to more dangerous skills, but games matter in this setting. They fill barracks, trade halls, private salons, long-haul voyages, criminal dens, and diplomatic evenings where no one wants to speak plainly yet.

A character with Gaming understands how play works, how people behave while playing, and often how much can be learned from them over the course of a few rounds. Some games are entertainment. Some are status ritual. Some are quiet war. The skill earns its place not just because people wager on games, but because they reveal themselves through them.

Modifiers: +10 in familiar games or formal play; −10 in unfamiliar variants; −20 in obscure ceremonial or region-locked games where you do not yet understand what really counts as winning.

Gunnery (Awareness) — [Combat, Vehicle, Starship]

Gunnery is the use of mounted weapons. It belongs to vehicle turrets, ship batteries, station guns, dorsal mounts, grav-sled cannons, and every heavy weapon system that stops being about hand-to-hand skill and starts becoming about platform control, line-of-fire, and disciplined shooting under stress. In BTMW, it is a battlefield skill and a starship skill both. On the ground, it can break a convoy. In the void, it decides who gets home.

A character with Gunnery understands tracking, lead, mount control, heat or power rhythm, and the practical problem of hitting something that is not politely standing still. It is not merely "big gun shooting." It is the trained use of weapon systems whose real danger lies in scale, mounting, and pressure.

Modifiers: +10 with stable firing platform, target lock, or clean line; −10 against fast evasive targets; −20 under sensor interference, damaged mounts, or poor firing arcs.

Healer (Intellect) — [Medical, Specialist]

Healer is full medical competence. It covers anatomy, surgery, diagnosis, species differences, disease, poison, recovery, restorative treatment, and all the hard knowledge that separates a field bandage from actual medicine. In BTMW, a good healer may be worth more than a squad of fighters. People who live dangerous lives learn that quickly.

A character using Healer can treat serious wounds, diagnose internal problems, manage disease or toxin complications, and oversee real recovery instead of mere stabilization. Where First Aid is immediate survival, Healer is the work that gives someone a future after the crisis passes. It is a slower skill, a deeper one, and often the difference between surviving with scars and not surviving at all.

Modifiers: +10 with a med-kit, medical bay, or hospital support; −10 with poor tools or hostile conditions; −20 in dirty field conditions, under time pressure, or when dealing with strange or unfamiliar physiology.

Heavy Weapons (Might) — [Combat, Heavy]

Heavy Weapons covers the operation of man-portable or mounted weapons that go beyond ordinary battlefield firearms. Rad guns, photon cannons, hull-eaters, and similar implements belong here. These are not subtle tools. They are the sort of weapons that reshape rooms, punch through armored targets, or make everyone nearby reconsider their tactical optimism.

A character with Heavy Weapons understands recoil, bracing, feed rhythm, setup, and the awful relationship between firepower and mobility. Such weapons are often slow, loud, and deeply persuasive. Used badly, they are just as dangerous to the wielder's side as the enemy. Used well, they end fights that lighter arms would only prolong.

Modifiers: +10 when braced, mounted, or properly supported; −10 while moving or under pressure; −20 if unsupported, wounded, or attempting to control unfamiliar heavy hardware in chaos.

Hide (Awareness) — [Common, Stealth]

Hide is the art of not being seen. It is stillness, cover, shadow, broken line, and the instinct to make the eye pass over you without pausing. In Beyond the Milky Way, this matters in alleys, ruins, station ducts, freight yards, bad terrain, dim ship compartments, and anywhere that being noticed would make the next few minutes worse.

A character with Hide knows how to use terrain and darkness as partners. They understand angle, silhouette, light, and where not to be if someone begins looking seriously. Hide is not movement. It is vanishing in place long enough for movement to become possible again.

Modifiers: +10 with strong cover, darkness, or visual clutter; −10 in open space or poor concealment; −20 under active searchlights, close scanners, or a determined sweep.

Hitch (Presence) — [Social, Travel]

Hitch is the frontier skill of finding transport that is not yours. It covers getting a ride, securing passage, talking your way onto a vehicle or ship, or using the local flow of traffic and human need to avoid being stranded. On rich worlds, it can feel easy. On the wrong moon, it can feel like prayer wearing a practical face.

A character with Hitch understands how to look like someone worth stopping for. They know where to wait, how to ask, how to read drivers or captains quickly, and when desperation should be hidden beneath confidence. It is a small skill until the minute the alternative is being left on a dead road, in a mining camp, or on a forgotten port ring with one meal left and no friends.

Modifiers: +10 in heavy-traffic areas or with proper signaling gear; −10 in thin-route regions; −20 in hostile territory, low-traffic wilderness, or when the character looks like obvious trouble.

Invent (Intellect) — [Technical, Craft]

Invent is the skill of making something new enough to matter. It covers design, prototype work, clever modification, practical innovation, and the dangerous confidence required to believe that the current machine could be better if you were allowed to open it. In BTMW, it stands at the border between scientist, mechanic, artist, and fool. The line moves depending on the result.

A character with Invent can take research and materials and turn them into modified devices, new applications, specialized tools, or one-use solutions that did not exist before. This is not the quick fix of Fix It. It is design with intent. It takes time, thought, tools, and often several bad drafts before the good one emerges. When it works, though, it can change a crew's options in lasting ways.

Modifiers: +10 with solid research, assistants, or known models to emulate; −10 with incomplete

materials; −20 for unstable designs, rushed prototypes, or work well beyond known technology.

Jump (Might) — [Common, Movement]

Jump is explosive movement. It is the simple but vital skill of throwing your body somewhere it does not quite want to go and surviving the choice. In play, this means clearing gaps, vaulting barriers, reaching higher footing, or throwing yourself across danger when standing still would be the more fatal option.

A character with Jump knows how to use momentum and commitment together. That matters more than elegance. Most jumps in BTMW are not made for sport. They are made because something is collapsing, burning, shooting, flooding, or trying very hard to get hold of you first.

Modifiers: +10 with a running start or clear landing; −10 in armor, bad footing, or poor visibility; −20 while wounded, overloaded, or jumping under direct threat.

Leadership (Presence) — [Command, Social]

Leadership is the power to make others move with you instead of against you. It is command voice, presence, clarity, courage, and the ability to make frightened, angry, stubborn, or uncertain people act like part of the same effort. In BTMW, this matters in combat, crisis, mutiny, panic, evacuation, and every small moment where a group becomes useful or collapses into noise.

A character with Leadership can rally a crew, calm fear, give direction that people actually follow, and bring shape to dangerous confusion. It does not make them beloved. It makes them effective. Good leaders are often liked later. What matters first is whether people obey when it becomes important.

Modifiers: +10 when the character already holds trust, rank, or momentum; −10 when command is disputed; −20 during panic, mutiny, collapse, or severe loss of morale.

Luck (Presence) — [Meta, Fortune]

Luck is the unreasonable favor of chance. It is the skill that should not be a skill, but in BTMW it exists because some people really do survive things they should not. A lucky character fails, then somehow does not fail. The cable holds. The shot glances. The contact is in. The engine catches. The wrong person looks away at the right moment.

Because of that, Luck should always feel a little dangerous. It is not mastery. It is reprieve. When it works, it rewrites disaster into survival. When it goes bad, it reminds everyone that fortune is never actually loyal.

In games terms, a character may attempt a Luck roll to follow a failed attribute or skilled roll, once per scene. It can also be used for special circumstances in a more creative manner, if permitted by the Director.

Modifiers: Luck is rarely modified in ordinary play. Directors should keep adjustments rare and story-driven.

Magic (Presence) — [Magical, Specialist]

Magic is active spell use. It is the actual shaping of force, law, pattern, and power into a desired result. In BTMW, it stands beside technology rather than beneath it. It is studied, feared, regulated, sold, outlawed, revered, and weaponized depending on the world and the people involved. Charm knows this well. Terra and Asgard respect it differently. Frontier crews learn to stop pretending it is just superstition once it has saved or nearly killed them.

A character with Magic can cast spells, direct magical force, and employ the disciplines taught through proper instruction, text study, or more dangerous forms of learning. It is a high-risk skill in the right scene, because magic is not merely another

tool. It has cost, structure, and consequence. Even where it is common, it is never casual for very long.

Modifiers: Magic is modified by spell conditions, preparation, interruption, ritual support, and the circumstances of the casting itself.

Melee Combat (Grace) — [Combat, Weapon]

Melee Combat is the trained use of hand weapons in close fighting. It covers knives, swords, batons, powered blades, shock staves, improvised clubs, and other tools meant to do their work within reach of breath and blood. In Beyond the Milky Way, it remains relevant because all civilized eras eventually discover the same ugly truth: guns fail, distance closes, and some fights become personal whether anyone likes that or not.

A character with Melee Combat knows how to strike, parry, bind, recover, and use angle and timing in close quarters. They understand how space changes around a blade. They also understand how quickly a fight collapses once fear and steel occupy the same narrow distance.

Modifiers: +10 with superior reach, position, or initiative; −10 in cramped or unstable footing; −20 against multiple foes, awkward terrain, or while entangled.

Musician (Presence) — [Performance, Art]

Musician is the skilled use of instruments and the understanding that music is not one thing across the known worlds. It may be art, history, seduction, ritual, status display, or private grief given shape. In BTMW, musicians are found everywhere from station lounges to noble halls, from pilgrim gatherings to syndicate dens, from military barracks to old ruins where one wrong note might wake something best left sleeping.

A character with Musician can perform, compose, read musical structure, and work with instruments in a practiced way. Unlike Sing, the voice is not central here. The hand, ear, timing, and expressive control matter more. In the right setting, this skill can be social leverage. In the wrong one, it is still good for making tired people remember they are human.

Modifiers: +10 with a familiar instrument and decent conditions; −10 with poor gear or hostile acoustics; −20 when forced to perform on unfamiliar instruments or within rigid ceremonial expectations.

Notice (Awareness) — [Common, Perception]

Notice is ordinary awareness at adventuring level. It is what tells a character there is someone in the room, something moving in the dark, a strange sound behind the bulkhead, a scent that should not be here, or a shift in the crowd that means trouble is already on its way. It is one of the most used skills in the game because every other skill becomes easier to apply once you have actually noticed the problem.

Notice does not pull deep detail from the scene. It catches what is there to be caught by someone alert enough to matter. That is why it remains distinct from Detect. Notice says something is wrong. Detect says what kind of wrong it is.

Modifiers: +10 in calm alert conditions; −10 in clutter, noise, or distraction; −20 in darkness, battle chaos, deliberate deception, or sensory overload.

Pick Pockets (Grace) — [Crime, Sleight]

Pick Pockets is theft by touch and timing. It covers slipping small objects from belts, pouches, sleeves, pockets, holsters, satchels, tables, or distracted hands without drawing attention in the moment it matters most. In a port city, market district, crowded station, noble function, or festival street, it is one of those skills that can make a living or start a very bad chase.

A character using Pick Pockets needs more than light fingers. They need rhythm, concealment, and confidence. The real trick is not taking the item. It is

making the target continue behaving normally for several heartbeats afterward.

Modifiers: +10 in crowds, distraction, or close traffic; −10 against alert targets; −20 against secured gear, military carry, or professional paranoia.

Pilot (Grace) — [Vehicle, Starship]

Pilot is the skill of flying things that fly or float at high altitude, orbit, and outer space. It covers starships, atmospheric craft, orbital vessels, and other flying machines whose operation depends on judgment, nerve, and practiced control rather than mere access to a control chair. In BTMW, it is one of the defining frontier skills. Plenty of people can sit at a helm. Far fewer can bring a ship down through weather, out through fire, or safely into a landing zone someone else has made dangerous on purpose.

A character with Pilot understands launch, landing, maneuver, pursuit, evasive flying, docking, and all the practical rhythms of keeping a craft inside the narrow band between motion and disaster. In starship play, this skill becomes even more important because it is tied not just to transport, but to combat, travel, survival, and reputation.

The type of starship that a trained pilot is limited to is based on their skill level:

Piloting Skill 01-20	Scouts/Fighters/Shuttles
Piloting Skill 21-40	Frigates/Patrol Vessels/Light Freighter
Piloting Skill 41-60	Destroyers/Raiders
Piloting Skill 61-80	Cruisers/Corvettes
Piloting Skill 81-100	Carriers/Flagships/Mobile Stations

Modifiers: +10 with good systems, familiar craft, or clear conditions; −10 in rough atmosphere, damaged controls, or poor visibility; −20 during pursuit, combat maneuvers, emergency landing, or route anomaly conditions.

Pistols (Grace) — [Combat, Firearms]

Pistols is the skill of fighting with sidearms. In BTMW, that includes slug pistols, energy pistols, hold-outs, service handguns, dueling pieces, compact shard sidearms, and all the small firearms that remain popular precisely because they are easier to carry than a rifle and easier to draw when the trouble starts close.

A character with Pistols knows how to shoot well at the distances where sidearms matter most. They understand draw speed, short-line accuracy, and the fact that many station fights, bar fights, hallway fights, boarding actions, and personal betrayals begin too fast and too tight for anything larger to come into its own first.

Modifiers: +10 at Close range with a clean line; −10 at longer ranges or poor cover angles; −20 against evasive targets, heavy cover, or chaotic multi-target scenes.

Research (Intellect) — [Knowledge, Investigative]

Research is the patient skill of pulling truth from systems that would rather stay difficult. It covers

records, files, archives, databases, manifests, ledgers, technical manuals, magical references, historical accounts, and the long chain of source work that makes invention, scholarship, investigation, and spell study possible.

In BTMW, Research matters because information is rarely neat. Records are fragmented, censored, falsified, lost, buried, privatized, or destroyed. A character with Research knows how to work through those obstacles. They know where to start, what to compare, what looks reliable, and how long they can trust a source before they should start doubting it again.

Modifiers: +10 with proper archives, well-indexed systems, or good access; −10 with fragmentary or poor material; −20 when the information is hidden, politically buried, or mostly lost.

Riding (Grace) — [Animal, Travel]

Riding is the control of living mounts. It covers mounting, balance, pressure, guidance, response under stress, and the practical relationship between rider and beast when the ground gets bad or violence gets close. In BTMW, this matters on worlds where animals remain more practical than machines in certain regions, or where local culture never stopped trusting living muscle over powered transport.

A character with Riding can guide trained beasts, stay mounted in difficult situations, and read the limits of animal movement better than someone who treats a mount like equipment instead of temperament with teeth. The skill becomes more important once the beast is frightened, wounded, or asked to perform beyond its comfort.

Modifiers: +10 with a calm trained mount or familiar animal; −10 in poor terrain or stressful conditions; −20 when the mount is panicked, injured, or unsuited to the environment.

Rifles (Awareness) — [Combat, Firearms]

Rifles covers longarms, carbines, submachine guns, battle rifles, and similar weapons built for stronger range and battlefield control than pistols can usually offer. In BTMW, it is one of the core combat skills because so much practical violence happens at the distance where a rifle is simply the right answer.

A character with Rifles understands sight picture, recoil rhythm, controlled fire, and the use of longarms in open ground, bad alleys, ship corridors, or defensive positions. The rifle is not elegant. It is simply what works often enough that no serious combat culture ever leaves it behind for long.

Modifiers: +10 with bracing, support, or good cover; −10 while moving or under sudden pressure; −20 in poor visibility, suppressive chaos, or against hard evasive targets.

Scavenge (Awareness) — [Survival, Trade]

Scavenge is the skill of seeing use where others see trash. It is how characters find food, scrap, parts, abandoned gear, salvageable material, and the occasional miracle in places that look picked clean. On Sparta, in the Junk Yard, in broken stations, dead ruins, bad city edges, and wreck belts, this is not just a useful skill. It is a way of thinking.

A character with Scavenge knows where to look, what might still work, what can be stripped, what might be hiding under filth or debris, and when a worthless-looking heap is actually somebody's future payday. It also helps determine when scavenging is about to get you poisoned, trapped, or very noticed.

Modifiers: +10 in rich salvage areas, ruins, dumps, or wreck fields; −10 in sparse or already-picked ground; −20 under time pressure, danger, contamination, or when the useful material is deeply buried.

Security (Intellect) — [Technical, Crime]

Security is the art of getting past things designed to stop you. It covers locks, access systems, alarms, sensor grids, cameras, bypasses, silent entry, and the practical logic of how secure sites are built and how they fail when a clever person begins taking them apart. In BTMW, it belongs to rogues, techs, spies, smugglers, covert operators, and anyone who dislikes being told "restricted."

A character using Security can read systems, bypass them, exploit timing flaws, or move through them without setting off every light in the corridor. It is not brute force, and it is not magic. It is the skill of understanding how control works, then stepping around it faster than the owner expected.

Modifiers: +10 with proper tools, known systems, or routine-grade security; −10 in the field or against active monitoring; −20 against layered military, BOT, or relic architecture.

Seduce (Presence) — [Social, Influence]

Seduce is targeted attraction used as leverage. It is more intimate and more dangerous than Charm. Where Charm softens people in general, Seduce is aimed. It works through desire, attention, vulnerability, ego, fantasy, loneliness, and the human or near-human need to feel singular in someone else's eyes.

In BTMW, Seduce can open doors, buy privacy, create foolish decisions, and turn desire into temporary obedience. It should never feel automatic. It depends on the target, the context, and the character's understanding of what the other person wants. It can be powerful, but it can also go wrong hard and fast.

Modifiers: +10 where attraction, privacy, and opportunity already exist; −10 in public or tense conditions; −20 when species, culture, suspicion, or circumstance make the approach implausible or dangerous.

Shadow (Awareness) — [Stealth, Pursuit]

Shadow is the skill of following without being noticed. It applies on foot through crowded streets, across docks and market alleys, through station corridors, in bad neighborhoods, and under the right conditions even through broader pursuit patterns involving vehicles or ships. It is the quiet half of hunting another person.

A character with Shadow understands spacing, patience, line-of-sight, and when to let the target gain a little distance rather than push too close and lose everything. This is not simply Sneak at longer range. It is active pursuit. The real question is not, "Can I stay unseen?" It is, "Can I stay unseen and keep them in hand?"

In most cases, a Shadow skill roll is contested by a target's Notice skill roll, or a suspicious target's Detect skill use.

Modifiers: +10 in crowds, darkness, or heavy traffic; −10 in open ground or low-traffic areas; −20 if the target is actively wary, paranoid, or trained to look for tails.

Sing (Presence) — [Performance]

Sing is vocal performance. It is not just hitting the notes. It is carrying a room, shaping emotion, commanding attention, and using the voice as instrument, expression, and social force. In BTMW, singers are found in pleasure halls, military cantinas, shrine gatherings, noble courts, common festivals, and private rooms where a single song can mean more than a speech.

A character with Sing can perform professionally, read and compose vocal music, and deliver songs with enough skill to matter to the audience. Depending on the scene, that may mean acclaim, distraction, emotional leverage, or simple beauty in a universe that does not always produce enough of it on its own.

Modifiers: +10 with preparation, good acoustics, or familiar material; −10 in noise, strain, or hostile conditions; −20 while wounded, breathless, or forced into unfamiliar ceremonial form.

Smooth Talk (Presence) — [Deception, Social]

Smooth Talk is the polished lie. It is bluff, excuse, misdirection, controlled confidence, and the social instinct to tell someone exactly what they are prepared to accept before they realize they are accepting it. In BTMW, it belongs to con artists, travelers, rogues, merchants, survivors, and anyone who has ever needed to keep a conversation alive long enough to avoid the consequences waiting at its end.

A character with Smooth Talk can bluff their way through suspicion, cover weak positions, invent plausible half-truths, and keep a bad situation from collapsing immediately. Unlike formal deception, this skill depends on speed and tone as much as content. The best smooth talk rarely sounds rehearsed.

Modifiers: +10 if the lie fits the target's expectations or desires; −10 against cautious listeners; −20 when the target is already suspicious, hostile, or able to verify facts immediately.

Sneak (Grace) — [Common, Stealth]

Sneak is quiet movement. Where Hide is remaining unseen, Sneak is getting from one place to another without giving yourself away by sound, clumsiness, or motion that feels wrong for the space. In BTMW, it matters in ducts, corridors, ruins, brush, cargo fields, dark streets, boarding passages, and every place where a creak, scrape, or shifted crate can ruin the better plan.

A character using Sneak knows how to place their feet, manage weight, move with pauses instead of constant motion, and use existing sound to swallow their own. It is a simple skill, but a hard one to fake well when the floor beneath you is made of metal and all the universe seems built to echo.

Sneaking is countered with passive Notice skill use or active Detect skill use.

Modifiers: +10 on soft ground, in darkness, or with background noise; −10 on loose scrap, glass, or exposed metal; −20 in silence, armor, or while carrying awkward gear.

Space Lore (Intellect) — [Knowledge, Historical]

Space Lore is broad knowledge of the known galaxy and its remembered shape. It covers worlds, factions, peoples, old wars, famous captains, route legends, political fractures, disasters, religious currents, and the stories that have hardened into accepted history across inhabited space. It is not local detail. It is larger memory.

A character using Space Lore can place people and places in context. They know the name means something. The station mattered once. The war changed that route. Those ruins should not be there. The faith began on that moon. The planet is known for this, feared for that, and watched for something else. In a wide setting like BTMW, that kind of knowledge can make the universe feel legible instead of random.

Modifiers: +10 for famous subjects, well-known worlds, or major historical events; −10 for obscure regions or niche topics; −20 for hidden history, recent secrets, or heavily distorted propaganda zones.

Spacewise (Awareness) — [Streetwise, Trade]

Spacewise is practical galactic street sense. It is how a character finds things, people, prices, opportunities, and trouble in civilized or half-civilized space without always walking straight into the worst possible version of each. It covers black markets, port habits, underworld channels, trade reality, local vice, informal access, and the difference

between official truth and what everyone living there already knows.

In BTMW, Spacewise is one of the most useful social survival skills a character can carry. It tells them where to buy illegal weapons, who is connected, which section of a station belongs to which kind of danger, what a fair rate really is, and how to avoid looking like prey. It is the map beneath the map.

Modifiers: +10 in active ports, trade worlds, or urban stations; −10 in rigid lawful systems or isolated settlements; −20 under heat, among closed criminal circles, or in unfamiliar cultures with hidden rules.

Staredown (Presence) — [Social, Intimidation]

Staredown is fear weaponized through presence. It is the ability to make another being hesitate, doubt, flinch, or back down before violence finishes forming. In some people it comes from sheer nerve. In others it comes from reputation, dead calm, visible readiness, or the unmistakable sense that they are not bluffing and would not feel especially bad if things turned ugly.

A character with Staredown can pressure another person into stillness, retreat, or uncertainty. It works best when the moment is balanced on the edge of action and both sides know it. In those seconds, nerve can matter more than force. Used well, this skill ends fights before they start. Used badly, it simply tells the other side that now is the time.

Modifiers: +10 when you visibly hold the edge in force, position, or confidence; −10 against hardened opponents; −20 against fanatics, fearless beings, or enemies who know they already have no easy way out.

Strategy (Intellect) — [Command, Tactical]

Strategy is the larger shape of violence. It is planning, positioning, force use, trap design, ambush setup, battlefield reading, and the ability to make the fight happen where it benefits you instead of the enemy. In BTMW, this applies to infantry, ship crews, convoy work, station defense, vehicle action, boarding plans, and all the other forms conflict takes once it expands beyond two people in a room.

A character with Strategy does not simply react well. They think ahead. They know where the line should be, where the trap should wait, where the enemy will likely push, and what must happen now if the next three turns are to favor the people still listening to them. In good hands, Strategy turns smaller forces dangerous. In bad hands, it becomes elegant failure.

Modifiers: +10 with maps, preparation, or good intelligence; −10 in changing or uncertain conditions; −20 when forced to improvise with poor knowledge, no time, and no control over the field.

Survival (Endurance) — [Wilderness, Environment]

Survival is the skill of not dying just because the environment wants you to. It covers heat, cold, exposure, poor terrain, bad water, shelter, route sense, exhaustion, and the practical habits that separate a seasoned traveler from a corpse someone finds later and half-buries. In BTMW, every world has its own version of this problem. Some are obvious. Some are deadly precisely because they look tolerable until nightfall.

A character with Survival can keep themselves and often others alive in bad places. They know how to ration effort, make shelter, move when movement matters, and recognize when a place is slowly draining the strength needed to leave it later. Survival is not heroics. It is discipline applied long enough to matter.

Modifiers: +10 with proper gear, shelter, or local knowledge; −10 in harsh but manageable conditions; −20 in extreme weather, severe shortage, or any environment pushing toward lethal without support.

Swim (Endurance) — [Movement, Environment]

Swim is the ability to move through deep water without surrendering to it. It covers basic swimming, endurance in water, diving, keeping others afloat when possible, and not panicking when the world becomes current and depth instead of ground and sky. In BTMW, this matters most on worlds with serious water environments, in ship accidents, in crashed craft, and in the universal truth that anyone can end up in water at the worst time.

A character with Swim knows how to spend energy properly, stay buoyant, and move with some control even when conditions are poor. It is a simple skill until gear, wounds, panic, or violent current make simplicity impossible.

Modifiers: +10 in calm water or with flotation support; −10 in strong current, cold, or poor visibility; −20 while wounded, armored, overloaded, or trying to assist another person through danger.

Tracking (Awareness) — [Survival, Pursuit]

Tracking is the reading of movement left behind. It covers footprints, dragged signs, broken growth, disturbed dust, blood trace, displaced stones, vehicle marks, and all the other small insults a moving body leaves on the land if the watcher knows how to read them. In BTMW, it matters most outside cities and true station environments, where the ground still remembers enough to be questioned.

A character with Tracking can determine what moved through an area, in what direction, and often with what urgency, number, or condition. They can also tell when a trail is aging badly or has been deliberately obscured. On the right world, the skill feels almost mystical to those who do not understand it. In truth, it is patience and educated suspicion with mud on its boots.

Modifiers: +10 on fresh sign in readable terrain; −10 on aging trails; −20 in poor ground, bad weather, or against someone deliberately covering their trace.

Transporter Tech (Intellect) — [Technical, Specialist]

Transporter Tech is the operation of beam transport systems and the technical judgment needed to trust them. It covers system use, destination logic, receiving conditions, target confirmation, and all the ugly variables that turn “simple transport” into something much more frightening when done badly. In BTMW, transporters are useful enough to matter and dangerous enough to deserve respect.

A character with Transporter Tech knows how to manage an ordinary beam, how to judge whether a destination is stable enough, and how much risk rises when the receiving end is poor, absent, or only vaguely understood. It is a high-stakes support skill. Most of the time it works. The problem is that when it does not, nobody involved cares how many times it worked yesterday.

Modifiers: +25 with a confirmed destination transporter; +0 with a known but unsupported destination; −15 when the target position is known only through communication; up to −60 when the destination is vague, unstable, or poorly fixed.

Unarmed Combat (Might) — [Common, Combat]

Unarmed Combat is fighting with the body alone. It covers fists, elbows, knees, feet, grapples, clinches, throws, close holds, and the many ugly truths that appear once weapons leave the hands or never make it there in time. In BTMW, this skill matters more than refined people like to admit. Dock fights, prison holds, boarding scrambles, security takedowns, bar violence, and panic in close quarters all drag people back to what the body can do.

A character with Unarmed Combat knows how to strike, control, and keep balance when the fight gets too close for pride. It may take the shape of a martial discipline, a rough brawling tradition, military combatives, or some mean local form learned in places where rules had little authority. However it

looks, the goal is the same: stay standing longer than the other person.

In combat, an unarmed attack will inflict 1d3 damage + MGT/20 rounded down.

Modifiers: +10 against unarmed or unready targets; −10 against armored foes; −20 against much larger enemies, multiple attackers, or armed opponents with clear space to use their reach.

Vacc-Suit (Endurance) — [Equipment, Space]

Vacc-Suit is trained competence with vacuum suits and hostile-environment sealed gear. It covers donning, sealing, movement, basic maintenance, and the practical confidence needed to stay functional when a thin layer of engineered material is the only thing keeping space from taking an interest in you. In BTMW, that matters on station exteriors, dead ships, hard extractions, hull repair, and every void-side job that looks impressive until someone's seal starts whispering.

A character with Vacc-Suit knows how to operate the suit correctly and how not to make panicked mistakes once they are inside it. The skill is less about heroism than procedure. That is what keeps it valuable. Space forgives boldness far less often than people claim in stories.

Modifiers: +10 with familiar sealed gear and proper support; −10 in damaged or awkward suits; −20 for alien, relic, or highly specialized vacuum systems.

Weaponsmith (Intellect) — [Craft, Technical]

Weaponsmith is the making and modification of weapons. It covers design understanding, parts fit, construction logic, repair beyond ordinary cleaning, and the craft of turning raw material into something built to hurt efficiently. In BTMW, this includes modern firearms, blades, heavy weapons, and the many improvised variants that frontier life produces when proper supply chains are more dream than fact.

A character with Weaponsmith can build standard weapons given time and materials, improve or alter known designs, and understand how and why a weapon fails when failure becomes a problem worth solving. It is part engineer, part armorer, part dangerous artisan. Some of the best weapon-makers in the setting are honest professionals. Some absolutely are not.

Modifiers: +10 in a full workshop with proper tools and parts; −10 with limited support; −20 when copying advanced, unstable, alien, or relic-grade weapon designs.

Willpower (Presence) — [Mental, Resistance]

Willpower is the refusal to yield. It covers resistance to fear, manipulation, pain, exhaustion, seduction, coercion, magical pressure, psychic force, and the thousand quieter forms of surrender that happen before a body ever collapses. In BTMW, where minds are pressured by charm, terror, ideology, trauma, and stranger things than any doctor prefers to explain plainly, Willpower is one of the great invisible survival skills.

A character with Willpower can resist influence, push through suffering, and force one last reserve of effort from themselves when lesser resolve would already have folded. It is not limitless. It has cost. Used hard, it drains. But in the right moment, it can make the difference between collapse and action, obedience and refusal, panic and one more necessary step.

Modifiers: +10 with strong conviction, preparation, or emotional anchor; −10 under exhaustion, despair, or accumulated pain; −20 against severe torture, layered mental pressure, or overwhelming fear.

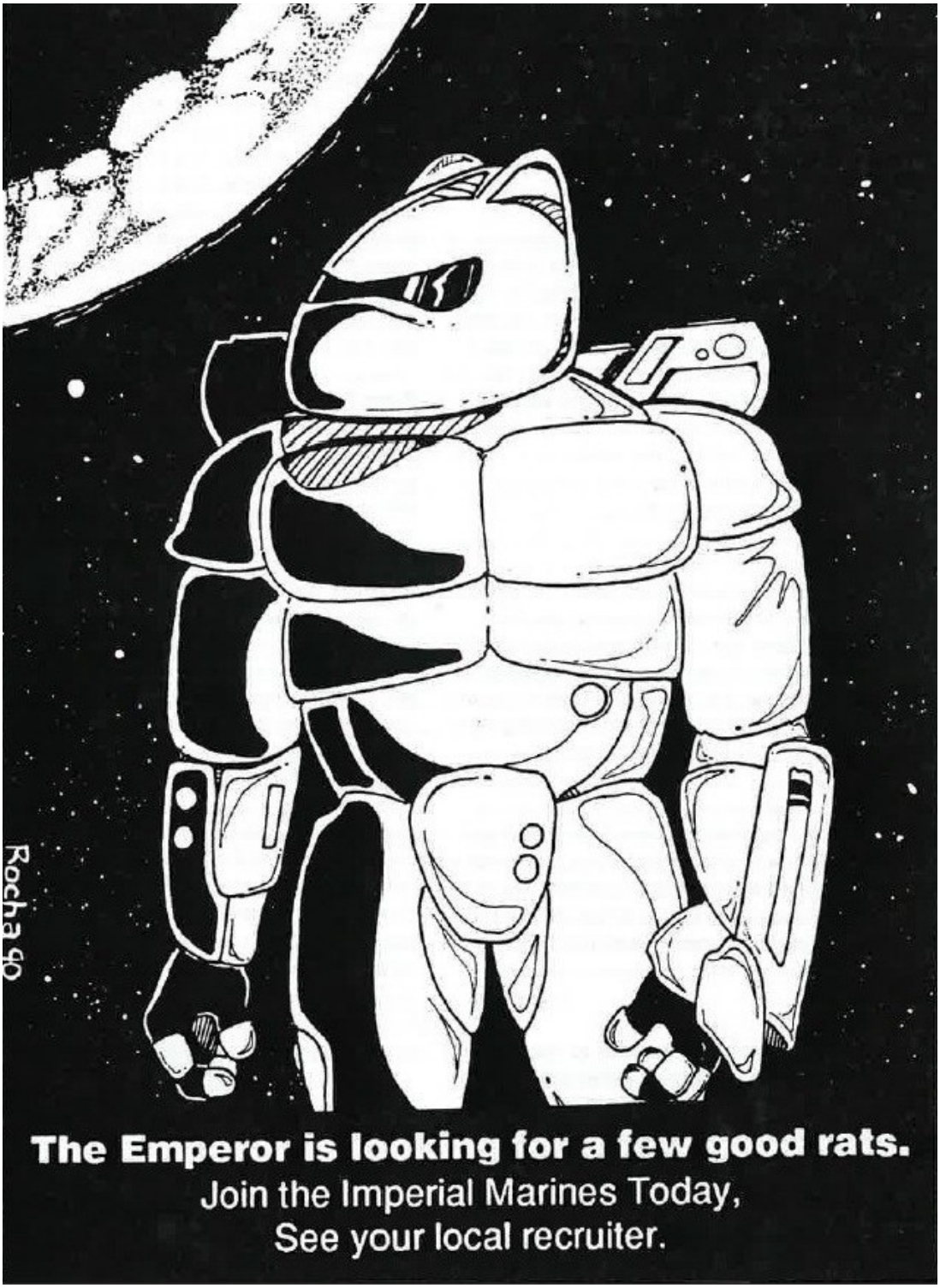
Zero-G Operations (Grace) — [Technical, Space, Movement]

Zero-G Operations is the skill of remaining useful when gravity stops doing the work for you. It covers

movement in weightlessness, use of thruster packs and suit maneuver systems, inertia awareness, controlled drift, and the simple but non-negotiable truth that the body behaves differently once “down” is gone. In BTMW, this matters in ship breaches, extra-vehicular work, zero-g combat, drifting salvage fields, and certain station interiors where artificial gravity has already failed or been disabled.

A character with Zero-G Operations knows how to move with intention in a place that punishes clumsy effort. They understand when to push, when not to, how to use thrusters without turning a correction into a spin, and what happens when panic begins trying to take command of motion. It is one of those skills that looks simple from outside and feels terrifying the first time you truly need it.

Modifiers: +10 with proper suit systems, clear space, or practiced routine; −10 in clutter, low visibility, or damaged movement gear; −20 under fire, in panic, or while trying to control motion in a hazardous debris field.


Rocha 90
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Chapter Five: Magic

Magic in **Beyond the Milky Way** is old.

It was old before the first star-drive. Old before the first void chart. Old before men named worlds and argued over who owned the lanes between them. The difference now is not that magic has changed. The difference is that people have had longer to study it, classify it, weaponize it, regulate it, fear it, and believe they understand it completely.

They do not.

In civilized space, magic is often spoken of as though it were a science. On Charm, that claim is made with pride. On Terra, it is usually made with careful language and a stack of approved theory. On Asgard, many will admit magic is useful before they admit they trust it. In the Verge and the black lanes, people are less concerned with what to call it. They care whether it works, what it costs, and what sort of thing notices when it is used carelessly.

That is the truer view.

Magic is not merely knowledge. It is not just symbols, formulae, pigments, and memorized procedures, though all of those matter. It is also force of self. It is projection. It is will made coherent enough to press on reality and leave a mark. That is why mages are not defined by study alone. A clever scholar may understand a spell and still fail to carry it. Another may know less theory and yet shape a working cleanly because the force inside them is stronger, steadier, or simply more dangerous.

For that reason, magic in BTMW draws on **Power**. Power is the mage's living reserve of arcane force. It is what lets a spell become more than gesture and vocabulary. A character with greater Power can sustain more magical strain, push deeper into difficult workings, and recover from heavier casting before the body and mind begin to protest. A spell may be elegant on paper and still fail in the hand of someone who lacks the force to carry it through.

Most mages learn first through controlled forms. They are taught practical castings, defensive habits, and the discipline to shape a working before they attempt to overpower one. From there, magical practice branches. Some remain practical spell-workers all their lives. Some move into enchantment, warding, fabrication, portal arts, summoning, or stranger disciplines. Some become respected. Some become feared. A few become both, which is often the same thing wearing better robes.

In play, a spell is cast with the **Magic** skill unless a special exception says otherwise. The caster declares the spell, pays the listed **Power** cost, and makes the Magic test. If the spell allows resistance, that is resolved after a successful casting unless the entry says otherwise. Most spells take **1 Action** to cast. Some require longer preparation, ritual handling, or sustained concentration. A mage may cast only one spell at a time unless a very specific effect says otherwise. A successful spell does what the entry describes. A strong success does more. Failure should matter.

That last point is important.

Magic in this setting should feel capable, useful, and at times beautiful. It should not feel tidy. A failed shot from a pulse rifle leaves a scorch mark and a bad mood. A failed spell may leave a psychic bruise, a warped symbol, a noise in the wrong layer of the air, or an opening for things the mage did not intend to invite. Even the simplest spell is still an act of force. The wise learn control. The foolish learn stories told about them afterward.

The following spells are among the best known workings in the settled worlds and beyond. Some are taught openly. Some are licensed. Some are watched. Some are common enough that every trained mage is expected to know them. Others are the sort of spells a person learns because the world they come from taught them different lessons.

However they are learned, they all belong to the same truth:

The stars did not make magic obsolete. They only gave it more places to go.

Starting Spells Known

Not every mage begins play with the same depth of magical study.

Some come out of formal schools with a broad working grasp of practical spellcraft. Some learned through private tutors, salvaged notebooks, shrine instruction, military need, or sheer obsession. Some have talent but little refinement. Others know fewer spells, but know them well enough to be dangerous from the first session. Because of that, the number of spells a protagonist begins with should reflect both training and force of presence, rather than class identity alone.

A protagonist's starting number of known spells is based primarily on their **Magic** skill, with a smaller bonus drawn from **Presence**.

Begin with a base number of spells according to the character's starting **Magic** skill:

- **Magic 01–20:** 2 spells
- **Magic 21–40:** 3 spells
- **Magic 41–60:** 4 spells
- **Magic 61–80:** 5 spells
- **Magic 81–100:** 6 spells

After determining this base number, add the character's **Presence bonus**:

- **Presence 60–69:** +1 spell
- **Presence 70–79:** +2 spells
- **Presence 80+:** +3 spells

This bonus reflects more than charm or personality in the ordinary sense. In magical terms, **Presence** represents force of self, inner projection, symbolic authority, and the ability to carry shaped intention into the world. A mage with strong Presence often learns workings more intuitively, remembers them more completely, and imposes magical structure with greater natural confidence.

A beginning mage must still meet any setting or Director requirements for rare, restricted, or advanced spells. The number above determines how many spells the character knows at the start of play, not which spells they may freely choose from every magical tradition ever recorded. Common spells, foundational defensive workings, and standard utility magic should usually be available. Strange, forbidden, highly political, or closely guarded spells may require permission, training, or discovery in play.

This method keeps beginning magic-users distinct without making them overbuilt. A lightly trained hedge-mage may begin with only a few dependable workings, while a well-schooled or naturally forceful caster may step into play with a broader spell repertoire. In both cases, learning new spells during the campaign should remain important. A mage's beginning knowledge matters, but it should never feel complete.

Example

A protagonist begins play with **Magic 54** and **Presence 72**.

A Magic skill of 54 grants a base of **4 spells**.
A Presence of 72 grants **+2 spells**.

This character therefore begins play knowing **6 spells**.

Spell Library

Ashen Orbit

Description: The caster surrounds themselves with a slow-turning ring of black ember fragments and dead-orange sparks. The orbiting ash catches blades, scorches grasping hands, and marks the mage as someone who has no intention of being crowded safely.
Tags: Defense, Fire, Aura
Cost: 2

Time: 1 action
Range: Self
Resist: None
Effect: Gain **+1 AR** and any creature entering Reach against the caster suffers 1d4 fire damage once per round for 1d6 rounds or one scene.
DoS: At 10+ DoS, the first melee attacker each round also suffers brief blindness from ash flare.
Failure: The ash bursts outward uselessly and lightly singes the caster.
Special: Common among dueling pyromancers of Charm.

Blast

Description: Blast is the basic attack spell of the practiced mage. It shapes raw force into a directed strike, bolt, lash, burst, or line of controlled arcana. Most mages learn it early. Few ever stop refining it.
Tags: Attack, Common, Scalable
Cost: 1+ Power
Time: 1 Action
Range: Near; one target or directed line of force
Resist: None, but normal defenses, cover, and applicable reactions still apply
Effect: Make a Magic test, then resolve the attack as a direct magical strike. A 1 Power Blast inflicts one of the following: **Fire 1d6**, **Light 1d4**, **Arcane 1d10**, or **Electrical 1d8**. Each additional Power spent adds **+1 damage**. Fire may ignite flammables. Light may briefly blind. Arcane is pure force and carries no inherent rider. Electrical inflicts double damage to exposed machines, light vehicles, and BOTs where appropriate. In raw harm, Blast should sit in the same general family as a good sidearm or rifle shot, but it remains more flexible.
DoS: At **10+ DoS**, choose one: extend the Blast into a short line affecting a second target in line, ignore 1 AR, or apply a strong secondary rider such as ignition, disorientation, or system stutter.
Failure: The force mis-shapes and lashes back. The caster suffers **1 damage per Power spent**, or creates an obvious magical flare that reveals their position, Director's call.
Special: The visible form of Blast is chosen by the caster and often reflects training, culture, or temperament.

Borrowed Gravity

Description: The mage steals weight from one place and lays it brutally on another. Boots become anchors. Weapons drag low. Bones complain under invisible pressure.
Tags: Control, Force, Gravity
Cost: 2
Time: 1 action
Range: Near
Resist: Endurance
Effect: One target is burdened by sudden crushing weight. On a failed resist, they suffer −20 to movement and physical action for 1d4 rounds or one scene.
DoS: At 10+ DoS, the target is also knocked prone if standing in open ground.
Failure: The gravity buckles the wrong way and briefly hampers the caster's footing.
Special: Rare outside formal gravitic-magic circles.

Cling

Description: Cling lets the caster hold to walls, ceilings, hull plating, and other surfaces as though gravity had become a negotiable opinion. It is a favored spell among infiltrators, ruin-divers, and mages who have spent enough time in stations to stop trusting floor plans.
Tags: Movement, Utility
Cost: 2 Power
Time: 1 Action
Range: Self
Resist: None
Effect: For the rest of the scene, or up to ten minutes outside combat, the caster may move along walls and ceilings using hands, feet, or both, without needing exposed skin contact. Slick or frictionless surfaces do not prevent the spell, but magical surfaces, force fields, and anti-climb wards may. Strong external force can still tear the caster loose if it obviously overpowers their hold.
DoS: At **10+ DoS**, movement while Clinging grants

Advantage to Sneak or similar quiet repositioning attempts.
Failure: The spell takes weakly. The caster gains the effect for only a moment, then slips or drops at the worst possible point.
Special: Particularly common among Charmian infiltration schools and station-bred current-workers.

Confusion

Description: This spell muddies thought, direction, and intention. It does not shatter the mind. It simply makes action come apart. In battle that is often enough.
Tags: Mental, Control, Resistible
Cost: 3 Power
Time: 1 Action
Range: Near
Resist: Willpower
Effect: Target one creature or a small cluster in a Close-sized area. Those who fail their Willpower test become mentally tangled for **1 round per 2 Power spent**. A confused target cannot take deliberate action beyond stumbling, hesitation, or simple instinctive movement. Melee attacks against a fully confused target gain Advantage.
DoS: At **10+ DoS**, the victims also lose their next reaction or defense.
Failure: The spell rebounds as mental static. The caster suffers Disadvantage on their next Magic or Scholar test.
Special: Confusion is widely taught because it ends fights cleanly when the other side is still thinking like a fight is possible.

Detect Magic

Description: Detect Magic reveals arcane presence, magical residue, active workings, enchanted objects, portals, bound creatures, and other supernatural disturbances in the caster's vicinity.
Tags: Sense, Detection, Common
Cost: 1 Power
Time: 1 Action
Range: Near
Resist: None
Effect: For the rest of the scene, the caster perceives magical presences within range and may identify general intensity, category, and active direction of magical force. This does not automatically explain a spell, but it tells the mage that something is there and what kind of danger or craft it may involve.
DoS: At **10+ DoS**, the caster also learns whether the detected magic is active, dormant, disguised, or bound to a person, place, or object.
Failure: The caster reads only background arcane haze and gains one false impression chosen by the Director.
Special: Common among investigators, ward-breakers, and ruin scholars.

Dismissal

Description: Dismissal is the clean answer to creatures that were brought here and should not have stayed. It does not banish just any strange being. It severs temporary magical presence and sends a summoned thing back along the path that forced it here.
Tags: Anti-Summoning, Counter
Cost: 3 Power
Time: 1 Action
Range: Far
Resist: Special; summoned beings contest with their summoner's original Magic result or their own Willpower, whichever is stronger
Effect: Target one summoned or magically called being. Make a Magic test. If the target was brought by summoning, binding, or similar forced arrival, a successful Dismissal sends it back immediately. If the target is native to the current plane, Dismissal has no effect.
DoS: At **10+ DoS**, the caster may also briefly disrupt the summoning trace, making immediate re-summoning difficult.
Failure: The spell alerts the target and strengthens its next action against the caster with Advantage.
Special: This is the standard emergency answer when a binding goes bad.

Dispel Magic

Description: Dispel Magic is the universal counter-working. It unravels ongoing spells, collapses unstable magical effects, and can be held ready to break an incoming casting before it lands.
Tags: Counter, Utility, Common
Cost: 2+ Power
Time: 1 Action, or held as readied action
Range: Near
Resist: Opposed Magic when contesting an active spellcaster
Effect: A successful casting ends one spell, magical field, or non-permanent magical effect in range if the caster's Power commitment is sufficient. As a rule, 2 Power handles minor to moderate effects. Stronger workings may require 3+ Power or an opposed test against the original caster. If readied, the spell may be used to counter a spell as it is being cast. Enchanted permanent items are not destroyed, though scrolls may be blanked and potions spoiled.
DoS: At **10+ DoS**, the caster may either dispel an additional minor effect or reflect magical feedback onto the hostile caster for **1d6 damage**.
Failure: The hostile spell holds. If cast as a counter, the dispelling mage also suffers the full magical flare of the disrupted attempt.
Special: Mages often prep Dispel before entering a duel, breach, or ritual site.

Empty Command

Description: This spell calls hollow command-voices into the target's hearing—orders from absent officers, dead captains, or impossible station-control tones. It is especially vicious against disciplined minds that have been trained to obey under pressure.
Tags: Mental, Control, Sonic
Cost: 2
Time: 1 action
Range: Near
Resist: Willpower
Effect: One target hears compelling phantom commands and loses their next decisive action if they fail to resist.
DoS: At 10+ DoS, the target may also perform one mistaken movement or misdirected action chosen by the Director from the fiction.
Failure: The voices spill audibly into the scene and reveal the caster's attempt.
Special: Particularly feared by military crews.

Enchant Item

Description: This spell opens an object to magical inscription and prepares it to receive structured power. On its own, it does not finish an item. It creates the condition by which an item can be made into something more.
Tags: Enchantment, Ritual
Cost: 3+ Power
Time: 10 minutes or longer
Range: Touch
Resist: None
Effect: The caster prepares one weapon, tool, garment, focus, container, or similar item for enchantment. A successful Enchant Item allows a second spell or bound effect to be placed into it as part of the same working sequence. The more ambitious the enchantment, the more Power, time, and rare material it requires. In most cases, such an enchantment lasts for only one spell use.
DoS: At **10+ DoS**, the item takes the enchantment cleanly and gains an extra use (DoS% chance of 3 total uses), slightly greater durability, or a clearer activation method.
Failure: The item rejects the process. Fragile items may crack, burn, warp, or become permanently unsuitable for further enchantment.
Special: Usually paired with Permanency for lasting works.

Energy Trap

Description: Energy Trap lays down an unseen field of lethal stored force. It waits in silence, then punishes pressure, movement, or intrusion with a violent discharge.
Tags: Trap, Ward, Attack
Cost: 3+ Power
Time: 1 minute

Range: Touch
Resist: Detect Magic, Mage Sight, or careful disarming through Magic or Scholar
Effect: The caster prepares a trapped area up to Close size. When triggered, the trap inflicts **1d10 damage per Power spent** to those within its active path or zone. This puts it in the same threat range as heavy battlefield weapons when laid with serious force. The trap remains until discharged and may remain afterward if the caster commits additional Power to make it persistent.
DoS: At **10+ DoS**, the trap is harder to detect and may trigger a second pulse one round later.
Failure: The trap anchors poorly and either fizzles outright or arms early.
Special: Particularly useful in corridors, hatchways, ruins, and defensive holds.

Evasion

Description: Evasion sharpens the caster's motion, timing, and instinctive avoidance. It does not turn them intangible. It makes them maddeningly difficult to hit cleanly.
Tags: Defense, Mobility
Cost: 1 Power
Time: 1 Action
Range: Self
Resist: None
Effect: For **1 round per Power spent**, attacks against the caster suffer **−10**. At 2+ Power, this improves to **−20** against ranged attacks only, or **−10** against all attacks, caster's choice, for the duration.
DoS: At **10+ DoS**, the caster may immediately reposition a short distance without provoking a free strike.
Failure: The spell stutters. The caster gains only its visual shimmer, not its real protection.
Special: A common combat survival spell among duelists and lightly armored mages.

Familiar

Description: Familiar is a binding ritual that calls and joins one small, intelligent companion creature to the mage. A familiar is not just a pet. It is a magical partnership. The familiar shares instinct, warning, mood, and a sliver of mind-bond with its mage.
Tags: Summoning, Binding, Ritual
Cost: 4 Power
Time: 1 hour ritual
Range: Special
Resist: Special ritual test may be required by the Director
Effect: On a successful ritual, the caster gains one Familiar from the familiar entries below. The familiar remains until slain, dismissed, or mystically severed. Mage and familiar can communicate in impressions, emotion, and simple thought at any ordinary distance within the same region or ship.
DoS: At **10+ DoS**, the familiar bond is especially clean. The mage gains Advantage on one sense, awareness, or reaction-related test per scene when the familiar is present and alert.
Failure: The ritual fails violently. The caster **suffers a Light Wound** and cannot attempt Familiar again until after meaningful rest and recovery.
Special: A mage may have only one familiar at a time. If a familiar dies, the mage immediately suffers **a Light Wound** and loses any bond-granted benefits until a new one is bound.

- **Familiar Types**

~ Gnort

Wounds: 1
Armor: 0
Attack: 35%, bite 1d4
Native World: Charm
Description: A gnort is a small, wide-eyed, night-furred creature with oversized ears, nimble foreclaws, and a face that never looks entirely innocent. Common in old Charmian districts and ruined estates, gnorts are curious, sly, and unreasonably good at finding hidden things.
Traits: Night-Sighted; Nimble; Mage Bond — the bonded mage gains +10 to Notice involving hidden objects, vents, cracks, or concealed compartments.

~ Blue Spinner

Wounds: 1
Armor: 0
Attack: 30%, venom nip 1d3
Native World: Thanus
Description: The blue spinner is a hand-sized spider-like climber with iridescent cobalt limbs and a pale glassy abdomen. It moves with eerie patience and can remain still for unnerving lengths of time.
Traits: Wall-Crawler; Fine Perception; Mage Bond — the bonded mage gains +10 to Climb or delicate balance tasks when acting calmly and deliberately.

~ Vadel Beast

Wounds: 2
Armor: 1
Attack: 40%, bite 1d6
Native World: Asgard
Description: A vadel beast familiar is a reduced size and unusually intelligent cousin of the larger battlefield scavenger-beasts found in hard Asgardian wilds. Broad-shouldered, thick-necked, and heavy-pawed legs, it is loyal in a way that borders on grim devotion.
Traits: Strong; Guard Instinct; Mage Bond — the bonded mage gains Advantage on fear and perception based tests while the familiar remains alive and close.

~ Void Bat

Wounds: 1
Armor: 0
Attack: 30%, bite 1d3
Native World: Necros
Description: Void bats are thin-winged, long-eared, black-eyed gliders that hunt in ruin dark and dead architecture. As familiars they are unnervingly silent and fond of perching in places that make ordinary people uncomfortable.
Traits: Flight; Infravision; Echo Sense; Mage Bond — the bonded mage gains Infravision-like sight out to Close range in darkness.

~ Ratkin

Wounds: 1
Armor: 0
Attack: 35%, bite 1d4
Native World: Terra
Description: Ratkin familiars are not Terrans, but they share a distant rodent cast of face and body. Quick-fingered, bright-eyed, and prone to theft, they are common among urban mages, archivists, and less lawful scholars.
Traits: Quick; Tool-Curious; Mage Bond — the bonded mage gains +10 to Scholar or Research involving archives, notes, caches, or scavenged knowledge.

~ Zorshite Serpent

Wounds: 1
Armor: 0
Attack: 35%, bite 1d4
Native World: Xam
Description: The zorshite serpent is a slender, jewel-scaled snake with heat-sensitive facial pits and a surprisingly calm disposition when bonded correctly. It is elegant, still, and faintly unnerving to anyone not fond of serpents.
Traits: Silent; Poison-Sense; Mage Bond — the bonded mage gains Advantage to resist poison and +10 to detect venom, chemical taint, or hidden toxin.

Forget

Description: Forget is a surgical working of memory-loss. It does not erase a whole life. It removes chosen moments, phrases, faces, or links in a chain of understanding.
Tags: Mental, Control, Resistible
Cost: 2+ Power
Time: 1 Action
Range: Near
Resist: Willpower
Effect: The caster removes a specific memory cluster from one target who fails their Willpower test. As a rule, 2 Power is enough for a short recent exchange or impression. Greater Power may erase longer

conversations, a full scene, or a more carefully specified chain of knowledge.
DoS: At **10+ DoS**, the target does not realize anything was removed unless confronted with strong contradiction.
Failure: The spell misfires. The target keeps the memory and also knows someone tried to tamper with it.
Special: Dispel Magic or certain psionic recovery methods may restore what was taken.

Glass Memory

Description: The mage conjures suspended panes of mirrored memory around a target. Each pane shows a different past failure, grief, or fear, and the mind struggles to keep the present moment whole.
Tags: Mental, Illusion, Advanced
Cost: 3
Time: 1 action
Range: Near
Resist: Willpower
Effect: One target is overwhelmed by reflective memory-shards and suffers Disadvantage on all actions for one round on a failed resist.
DoS: At 10+ DoS, the target is also unable to attack the caster directly that round.
Failure: One of the panes reflects the caster instead, inflicting emotional backlash and distraction.
Special: Elegant, cruel, and very Charmian in reputation.

Hold

Description: Hold seizes the body with invisible pressure and denies motion. It is one of the cleanest control spells in civilized magical doctrine because it ends resistance without immediately destroying the target.
Tags: Control, Resistible
Cost: 3 Power
Time: 1 Action
Range: Near
Resist: Might or Endurance, target's choice
Effect: One target, or several weak targets in a Close group, is locked in place for **1 round per Power spent** unless they break free with a successful resistance test. Particularly strong beings may test again each round. Held targets cannot move and act only with severe limitation.
DoS: At **10+ DoS**, the target also loses speech or any clean hand action for the first round.
Failure: The spell collapses into visible static around the target, granting them Advantage on their next aggressive action against the caster.
Special: Hold is often used in lawkeeping, bounty work, and ritual defense.

Hour-Snag

Description: Hour-Snag catches a tiny piece of time around a moving thing and makes it hesitate where it should not. The spell is too small to stop a world, but more than enough to ruin a draw, a leap, or a desperate run.
Tags: Control, Time, Precision
Cost: 2
Time: 1 action
Range: Near
Resist: Grace or Endurance
Effect: One target loses the edge of motion and acts last in the next exchange if they fail to resist.
DoS: At 10+ DoS, the target also loses one held reaction or defensive edge.
Failure: The caster's own timing stutters briefly.
Special: Closely watched in jurisdictions where chronal work is restricted.

Illumination

Description: Illumination creates clean magical light without fuel, bulb, or battery. It is simple, useful, and far more versatile than people assume until they see it cast into an enemy's eyes.
Tags: Utility, Light
Cost: 1 Power
Time: 1 Action
Range: Far
Resist: None, or Awareness when used offensively
Effect: The caster lights an object, doorway, ceiling point, carried token, or other simple anchor with steady magical light for the scene or up to one hour.

If cast directly into a target's face at Close or Near range, the caster may instead attempt to dazzle them, imposing **−10** to actions relying on sight for one round.
DoS: At **10+ DoS**, the light may be focused, dimmed, colored, or made one-sided as desired.
Failure: The light sputters, flickers, or anchors to the wrong object.
Special: Common aboard ships, in ruins, and in ritual chambers where mundane light is unreliable.

Illusion

Description: Illusion creates a false sensory event convincing enough to move fear, lure attention, or control the shape of a scene. It may imitate sound, form, movement, smell, and pressure of presence, though never perfectly.
Tags: Illusion, Deception, Resistible
Cost: 3 Power
Time: 1 Action
Range: Far
Resist: Awareness to doubt; Willpower to fully break once doubt is established
Effect: Create a visual and sensory illusion up to Close size within range. The illusion may move so long as the caster sustains concentration. It cannot directly inflict real physical force, but terror, confusion, or misread movement caused by it may create real consequences. If the illusion appears harmful and a target believes it, it may inflict **1d6 mental harm** or cause panic-based effects at Director discretion.
DoS: At **10+ DoS**, the illusion fools casual magical inspection for a moment as well as ordinary senses.
Failure: The illusion forms with a visible flaw, shimmer, wrong shadow, or false sound.
Special: Particularly dangerous in dim corridors, ruins, boarding actions, and politically tense scenes.

Infravision

Description: This spell gives the caster sight in darkness by reading heat, energetic bleed, and living presence rather than depending on visible light.
Tags: Sense, Utility
Cost: 1 Power
Time: 1 Action
Range: Self; Near sight
Resist: None
Effect: For one scene, or up to ten minutes outside combat, the caster can see in total darkness out to Near range and distinguish warm bodies, active systems, and recent heat traces.
DoS: At **10+ DoS**, the caster may also read recent movement by heat trail for a short time.
Failure: The spell produces a blurred, overstimulated field. The caster suffers **−10** to Notice until they clear their sight.
Special: Common in stations, undercities, caves, and derelicts.

Invisibility

Description: Invisibility bends perception away from the subject. It is one of the most prized and most abused spells in settled space.
Tags: Stealth, Illusion, Utility
Cost: 3+ Power
Time: 1 Action
Range: Touch or Self
Resist: Notice, Detect Magic, Mage Sight, or advanced sensors as applicable
Effect: One human-sized subject, or one similarly sized object, becomes visually invisible for **1 round per Power spent** in combat or up to several minutes outside it. Larger targets require additional Power at Director discretion. Attacking does not automatically end the spell, but once the invisible subject attacks, enemies may target the general location at heavy penalty if they have reason to guess correctly.
DoS: At **10+ DoS**, the spell also dulls minor sound and heat signature, making detection harder.
Failure: The invisibility forms only partially, leaving a ghost outline, blur, or shimmer.
Special: Charmian ship-mages are notorious for using advanced variants on small craft and specialty hulls.

Iron Bloom

Description: The mage calls iron-colored crystal growth from metal surfaces, armor plates, weapon frames, or exposed structures. It blooms fast and fiercely, turning useful material into jagged obstruction.
Tags: Alteration, Metal, Battlefield
Cost: 2
Time: 1 action
Range: Short
Resist: Might for held gear
Effect: Metal in a small area sprouts rigid bloom-spikes. One held weapon may be fouled, one hatch may jam, or one armored target may suffer −1 AR until they clear the growth.
DoS: At 10+ DoS, the growth also creates hazardous ground or partial cover.
Failure: The bloom grows in the wrong place and hampers the caster's side instead.
Special: Hated by engineers.

Lantern Parasite

Description: A pale floating light settles near a target and feeds on their warmth, luck, and attention. It is not deadly at first. That is part of what makes it unnerving.
Tags: Curse, Light, Ongoing
Cost: 2
Time: 1 action
Range: Near
Resist: Willpower
Effect: One target is followed by a parasitic lantern-light for the duration. They cannot benefit from ordinary darkness or concealment and suffer −10 on stealth-related actions for 1d6 rounds or one scene.
DoS: At 10+ DoS, the target also suffer +1 damage from any attack they take while marked.
Failure: The lantern forms over the caster's own shoulder for a moment before collapsing.
Special: Often mistaken for harmless illumination until too late.

Life Support

Description: Life Support wraps the body in a temporary field of magical environmental correction. It does not make a person immortal. It lets them survive places that would normally kill them quickly.
Tags: Survival, Protection
Cost: 3 Power
Time: 1 Action
Range: Touch or Self
Resist: None
Effect: One target gains breathable support, temperature protection, and atmospheric tolerance for **1 round per Power spent** in combat or several minutes outside it. The target may survive vacuum, toxic air, bitter cold, punishing heat, and similar hostile conditions, though extreme energy, direct flame, and actual damage still harm normally.
DoS: At **10+ DoS**, the target also gains Advantage on Endurance tests against exposure and shock.
Failure: The field forms thin and unstable. It protects for only a brief moment.
Special: Favored by void crews, wreck-divers, and reckless mages.

Mage Lock

Description: Mage Lock seals a door, case, hatch, or container with arcane finality. It turns "closed" into a statement of magical intent.
Tags: Utility, Ward, Security
Cost: 2 Power
Time: 1 Action
Range: Touch
Resist: Open Locks, Dispel Magic, or stronger counter-working
Effect: One lock, hatch, case, door, or container is mystically sealed. Mundane methods cannot open it without exceptional force or special override. The lock lasts until the caster dismisses it, the item is successfully broken, or the working is countered.
DoS: At **10+ DoS**, the Mage Lock also leaves a warning flare or sting against the first failed tamper attempt.
Failure: The lock seems to hold, but collapses under the first serious challenge.

Special: Common among mages who travel with cargo, spellbooks, or enemies.

Mage Sight

Description: Mage Sight is deeper than Detect Magic. It reads hidden structure, active wards, veiled passages, and magical truths layered beneath the visible world.
Tags: Sense, Detection, Advanced
Cost: 2 Power
Time: 1 Action
Range: Near
Resist: Concealment magic may oppose it
Effect: For one scene, the caster can perceive hidden magical effects, invisible beings, magical disguises, weak points in wards, and the general outline of magical structure through walls or barriers at short depth.
DoS: At **10+ DoS**, the caster may also see through one solid barrier or concealment layer briefly, out to Extreme visual range if stationary and focused.
Failure: The caster is flooded with too much layered information and suffers **−10** to all sight-based tests for one round.
Special: Mage Sight is never subtle. Sensitive areas often notice when they are being truly looked at.

Might

Description: Might pours force into flesh and frame, making the subject stronger, tougher, and more brutally effective for a short span.
Tags: Enhancement, Combat
Cost: 2+ Power
Time: 1 Action
Range: Touch
Resist: None
Effect: One touched target gains **+10 Might** and **+10 Endurance** for the scene or **1 round per Power spent**, caster's choice. At 4+ Power, increase the bonus to **+20/+20** instead.
DoS: At **10+ DoS**, the target also ignores the first combat damage of Light Wound or lesser.
Failure: The spell surges badly. The target becomes shaky, over-muscled, or clumsy, suffering **−10 Grace** for one round.
Special: This is a favorite support spell among battle mages and bodyguard schools.

Mindwall

Description: Mindwall is the disciplined shield of the inner self. It does not turn thought blank. It makes thought difficult to enter, move, or spoil.
Tags: Mental Defense, Protection
Cost: 2 Power
Time: 1 Action or Reaction if already aware of intrusion
Range: Self
Resist: None
Effect: For one scene, the caster gains strong resistance against telepathy, memory manipulation, confusion, seduction magic, fear shaping, and similar intrusive force. As a simple rule, gain Advantage on relevant resistance tests.
DoS: At **10+ DoS**, the caster may reflect a brief backlash image, pain, or emotional spike at the intruder.
Failure: The wall forms late. The caster still gains some defense, but suffers the opening touch of the intrusion first.
Special: Any mage who expects conflict with psions, interrogators, or other mages learns this early.

Null Zone

Description: The caster plants a sudden field of black-fruited silence into the local magical current. The air grows heavy, color flattens, and spells feel harder to bring to life inside it.
Tags: Counter, Zone, Suppression
Cost: 3
Time: 1 action
Range: Near
Resist: None
Effect: Create a small zone in which all spellcasting suffers −20 for the duration. Existing enchantments remain, but new castings become difficult. Last 1d3 rounds or one scene.
DoS: At 10+ DoS, spells costing 1 Power fail automatically within the zone unless the caster

spends +1 Power.
Failure: The null field forms weakly and affects only one edge of the intended area.
Special: Rare and deeply unpopular among mages on the receiving end.

Open Locks

Description: Open Locks is the practical inverse of Mage Lock. It is a precise magical unfastening used on mundane, electronic, and arcane lock systems alike.
Tags: Utility, Security
Cost: 1+ Power
Time: 1 Action
Range: Touch
Resist: Mage Lock, warded security, or opposed magic
Effect: A successful casting opens one lock, seal, secured panel, or controlled access point. Ordinary locks require only 1 Power. Magical or hardened systems may require more.
DoS: At **10+ DoS**, the lock opens silently and leaves no obvious tamper sign.
Failure: The lock remains shut and may alert nearby security.
Special: A standard spell among infiltration-minded mages.

Permanency

Description: Permanency gives lasting form to an enchantment that would otherwise fade. It is not a casual spell. It is the point where temporary magical intent is asked to become part of the item itself.
Tags: Enchantment, Ritual
Cost: 4+ Power
Time: 10 minutes, immediately after enchantment working
Range: Touch
Resist: None
Effect: Permanency fixes an already enchanted effect into an item, place, or prepared magical construct. The required Power depends on the strength and number of effects being made permanent. Weak works may be fixed with 4 Power. Greater ones require far more, at Director discretion.
DoS: At **10+ DoS**, the resulting enchantment gains unusual stability, extra uses, or slightly lower maintenance burden.
Failure: The bound effect collapses. In bad failures, the item is spoiled or warped.
Special: Not required for simple temporary items or one-use charged works.

Phase

Description: Phase shifts the caster partly out of ordinary material relation. Bullets, blades, and solid strikes tend to pass through them, while energy and mental force still remain a problem.
Tags: Defense, Transformation
Cost: 4 Power
Time: 1 Action
Range: Self
Resist: None
Effect: For **1 round per Power spent**, the caster becomes quasi-intangible. Physical attacks suffer severe penalty (-30 disadvantage) or fail outright, depending on the fiction. Energy attacks still harm, usually at reduced effect. Psionic attacks affect normally. Passing through a wall, hatch, bars, or dense obstacle requires concentration and usually an Endurance test.
DoS: At **10+ DoS**, the caster may move through one solid barrier without testing.
Failure: The spell only half-catches. The caster gains no defense but suffers sensory distortion and **−10** to their next action.
Special: Phase is dangerous in unstable matter fields, engine rooms, and some relic interiors.

Portal

Description: Portal opens a magical passage through matter. It does not teleport. It creates a traversable way through what was solid a moment ago.
Tags: Utility, Breach, Spatial
Cost: 4 Power
Time: 1 Action
Range: Near
Resist: Structural wards or active magical barriers

Effect: The caster opens a doorway-like passage through a wall, bulkhead, gate, or similar barrier up to roughly doorway size. The opening lasts **1 round per Power spent**. Very deep structures may require movement through the passage rather than instant crossing.
DoS: At **10+ DoS**, the portal may be made silent, wider, or stable enough for a vehicle-sized object at Director discretion.
Failure: The opening forms shallowly or to the wrong side of internal structure.
Special: Portal is feared by security planners for obvious reasons.

Red Census

Description: The mage counts the living in blood-warm strokes of invisible arithmetic. For a few seconds, every beating heart in the area becomes known. Hidden beings become revealed to the caster.
Tags: Detection, Life, Advanced
Cost: 2
Time: 1 action
Range: Far
Resist: None
Effect: The caster instantly knows how many living beings are within range and the rough direction of each cluster.
DoS: At 10+ DoS, the caster may distinguish species-group, size-class, or whether a detected being is wounded.
Failure: The count is wrong, distorted by residue, wards, or nonliving interference.
Special: Very useful in boarding actions and ruin sweeps.

Seamstep

Description: Seamstep lets the mage slip through the seam between one shadow and the next without fully teleporting. It is fast, close, and unnerving to watch.
Tags: Movement, Shadow, Tactical
Cost: 2
Time: 1 action
Range: Self to Near
Resist: None
Effect: Move instantly from one shadowed or obscured position to another within Near range, so long as both points are visible or strongly known.
DoS: At 10+ DoS, the movement is silent and grants Advantage to the caster's next stealth or attack action.
Failure: The caster emerges off-line and loses their next free reposition.
Special: Favored by assassin-mages and thieves of expensive taste.

Sepulcher Echo

Description: The mage speaks with the weight of burial chambers, sealed tomb decks, and all forgotten dead architecture. The sound alone makes living hearts hesitate.
Tags: Fear, Sonic, Presence
Cost: 2
Time: 1 action
Range: Near cone
Resist: Willpower
Effect: Targets in a cone must resist or fall back, freeze, or lose their next aggressive action.
DoS: At 10+ DoS, one affected target may drop a held weapon or collapse to a knee.
Failure: The echo hollows the caster's own voice and leaves them briefly shaken.
Special: Popular among necro-symbolist schools and entirely too dramatic for some tastes.

Shape Change

Description: Shape Change lets the caster take the physical form of a known creature. It is powerful, useful, and hard on the body if done badly.
Tags: Transformation, Utility
Cost: 4 Power
Time: 1 Action
Range: Self
Resist: None
Effect: The caster becomes a known living creature of roughly comparable mass, retaining their own mind and magical ability but gaining the creature's

movement, natural body form, and mundane physical capacities. The effect lasts for one scene or up to ten minutes.
DoS: At **10+ DoS**, the transformation is especially stable. The caster may also mimic voice tone, gait, or surface detail more convincingly.
Failure: The transformation lands badly. The caster is stunned, pained, or visibly unstable for one round.

Shield

Description: Shield is the classic protective spell of the mage. It creates a barrier against force, impact, slash, energy, and general bodily harm. Whether it appears as a clear wall, luminous plane, layered sigils, or bent space depends on the caster.
Tags: Defense, Force, Common
Cost: 2
Time: 1 action
Range: Near
Resist: None
Effect: The caster grants **+2 AR** to a person, a defended point, or a small barrier line for the spell's duration of 1d4+1 rounds or one scene. This is stronger than ordinary personal shields, though not as potent as a vehicle or starship shield. A shield cast on the caster may move with them. A shield cast on a doorway or corridor remains fixed.
DoS: At 10+ DoS, increase the protection to **+3 AR** or widen the protected area modestly.
Failure: The shield flickers and fails. For a moment there is visible force but no lasting protection.
Special: Shield does not protect well against direct mental or psionic assault.

Sonic Shout

Description: Sonic Shout magnifies the mage's voice into a cone of destructive force. Flesh recoils. Glass fails. Loose hardware screams. It is not a subtle spell, but it is unforgettable.
Tags: Attack, Sonic, Area
Cost: 2
Time: 1 action
Range: Near cone
Resist: Endurance for partial effect
Effect: All targets in a forward cone suffer **2d6** sonic damage, putting it roughly in the same threat range as a scatter blaster or compact heavy hit, depending on the scene. Fragile mundane objects may shatter. A successful **Endurance** test halves the damage.
DoS: At 10+ DoS, one struck target is also knocked prone or deafened briefly.
Failure: The shout tears the caster's throat with feedback. No one else is harmed, and the caster suffers strain or cannot speak cleanly for a round.
Special: Particularly strong in enclosed spaces.

Summon

Description: Summon calls a being across dimensional or spiritual boundaries for temporary service. It is one of the most useful and least trustworthy spells in the chapter. A summoned entity obeys because the working compels it, not because it likes the caster. Those are not the same thing.
Tags: Summoning, Binding, Advanced
Cost: 3+
Time: 1 action to 1 minute, depending on target
Range: Interdimensional
Resist: The summoned being may contest if powerful enough
Effect: The caster calls one extraplanar, void-born, or otherwise external entity into temporary service. The exact being may be determined randomly (1d8), or by Director choice. More Power generally allows more potent summons. The entity remains in the caster's control for a limited period of time, though hostile or cunning beings may twist commands, or simply break free in a mindless rage (Director's discretion).
DoS: At 10+ DoS, the summoner gains tighter control and the entity's initial attitude is less hostile.
Failure: Something answers badly, weakly, or more angrily than intended.
Special: Only Dismissal reliably ends a bad summoning cleanly.

Summoning Table

1d8	Type	Duration
1	Void Demon	1 Combat

2	Warp Trooper	1 Combat
3	Galactic Fiend	Varies
4	Horde Demon	1 Combat
5	Charioteer	1d6 turns
6	Magus	1d4 turns
7	Nestromadian	1d6 turns
8	Luminor	1d10 turns

The summoned being will obey the mage for the noted duration and will then either return to its origin or, in the case of a powerful entity like a magus or fiend, hang around for a while (GM's option). Some beings do not like to be summoned at all and may exact punishment on the summoner. Only dismissal may counter this spell.

Telepathy

Description: Telepathy opens thought to thought. It may be used to send, receive, read surface mind, or establish silent contact across distance. It is useful, invasive, and often despised for excellent reasons.
Tags: Mental, Communication, Psionic-Linked
Cost: 2
Time: 1 action
Range: Far
Resist: Willpower or Mindwall
Effect: The caster opens mental contact with one target they can perceive or strongly fix. If the target fails to resist, the caster may read surface thought, send clear thought, or maintain silent conversation. Deeper reading requires time and Director approval.
DoS: At 10+ DoS, the link is unusually clean and language barriers may blur if the minds are broadly compatible.
Failure: The target senses the intrusion and may identify the caster's emotional signature.
Special: Telepathy is among the most politically dangerous spells in civilized settings.

Teleport

Description: Teleport hurls the caster across distance by force of magical transit. It is one of the great spells of the setting and one of the easiest ways for a careless mage to die somewhere inconvenient.
Tags: Transit, Movement, Advanced
Cost: 3+
Time: 1 action
Range: Special (location familiarity based)
Resist: Magical barriers only
Effect: The caster instantly travels to a chosen destination that they are familiar with. Short hops within the same scene may cost **3 Power**. Longer travel may require additional Power (5+) or ritual preparation. The caster may normally bring their worn and carried gear; bringing another human-sized being usually adds +1 Power and may impose Disadvantage.
DoS: At 10+ DoS, the caster arrives exactly where intended and suffers no transit strain.
Failure: The caster arrives off-target, somewhere dangerous, or in random directional displacement at Director discretion.
Special: Teleport is feared because its failures are often memorable for the wrong reasons.

Tongues

Description: Tongues bridges language between intelligent beings. It does not create goodwill, but it does make understanding possible where none should exist. In a setting filled with alien cultures, extradimensional intelligences, old tongues, and strange ritual speech, that matters.
Tags: Communication, Utility, Common
Cost: 1
Time: 1 action
Range: Voice range
Resist: None
Effect: The caster may understand and be understood by intelligent beings for the spell's duration for one scene, whether the language is spoken, patterned, ritualized, or alien in ordinary form.
DoS: At 10+ DoS, the caster also picks up emotional nuance, rank markers, or hidden formal meaning in the speech.
Failure: Only fragments are translated. Meaning comes through in broken parts.
Special: Particularly useful in first-contact, diplomacy, and summoning scenes.

Trace

Description: Trace marks a being or object with a magical signature the caster may follow across absurd distance. It is a hunter's spell, an investigator's spell, and a terrifying spell in the hands of anyone patient enough to use it well.
Tags: Tracking, Marking, Utility
Cost: 2
Time: 1 action
Range: Sight to mark; thereafter Infinite
Resist: Dispel Magic or stronger counter-magic
Effect: The caster marks one seen target. For as long as the mark holds, the caster may sense its direction and pursuit-feel across any distance, subject only to severe magical concealment. Once the caster physically locates the marked subject at close practical range, the spell usually ends.
DoS: At 10+ DoS, the mark is especially clean and difficult to conceal.
Failure: The mark fails or catches the wrong residual trace in the area.
Special: Feared in bounty, intelligence, and vendetta work.

Velvet Void

Description: This spell creates a brief, luxurious wrongness in the local space: rich drapery of impossible darkness, muffled movement, and soft ruin. Objects fall quieter than they should. Footing goes uncertain. The scene becomes beautiful in a way that usually precedes harm.
Tags: Illusion, Zone, Battlefield
Cost: 3
Time: 1 action
Range: Near
Resist: Grace if moving through it quickly
Effect: Create a small zone of obscured, soft, hostile space. All movement through it suffers disadvantage, and stealth inside it gains +10 for 1d4+1 rounds or one scene.
DoS: At 10+ DoS, one target inside the zone may also be rendered effectively blind until they move free.
Failure: The veil spills poorly and grants concealment to the wrong side.
Special: Rare, artistic, and extremely dangerous in the right hands.

Vibrate

Description: Vibrate floods the caster's body with violent harmonic motion. It makes restraint nearly impossible, harms those who touch the caster, and creates a shield-like buffer against attack. It is one of those spells that looks ridiculous until it becomes very difficult to approach safely.
Tags: Defense, Body, Force
Cost: 2
Time: 1 action
Range: Self
Resist: None
Effect: The caster gains **+2 AR** for the spell's duration and any creature that grapples, seizes, or touches them directly suffers **1 damage per 2 DoS** or a flat sting set by the Director. Mundane rope, simple bindings, and similar restraints are usually destroyed immediately.
DoS: At 10+ DoS, the caster's touch-field becomes dangerous enough to throw off one grappling attempt automatically.
Failure: The vibration catches only internally. The caster suffers a painful tremor and gains no protection.
Special: Common among prison-breakers and desperate duelists.

Void Fire Veil

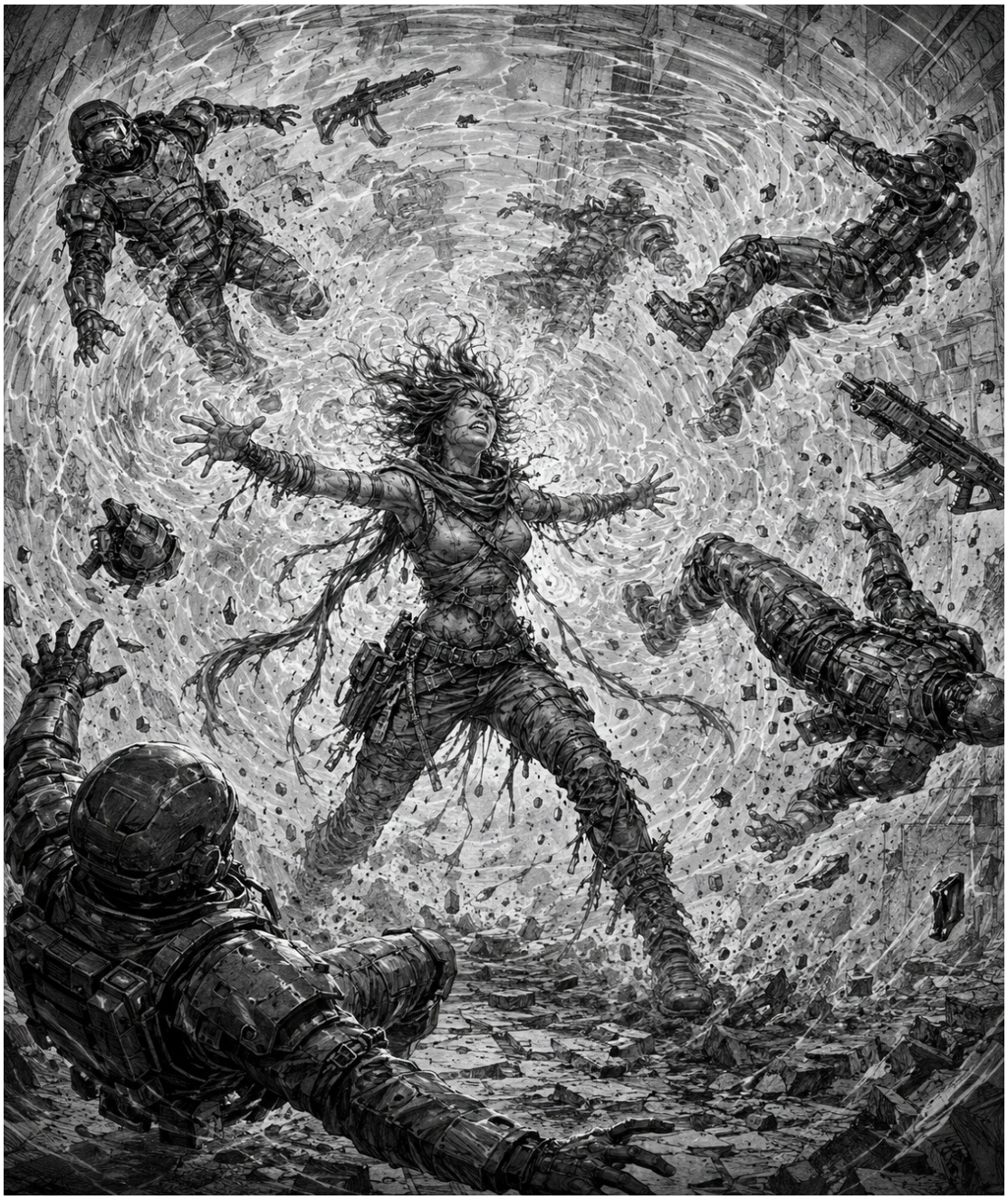
Description: Purple-white ghost fire wraps the caster or an ally in crackling atmospheric light. It is beautiful, unsettling, and protective in a way that makes the air itself seem loyal.
Tags: Defense, Lightning, Aura
Cost: 2
Time: 1 action
Range: Touch
Resist: None
Effect: The target gains **+1 AR** and attackers using metal weapons or body contact suffer 1d4 electrical damage on a hit for one combat event.

DoS: At 10+ DoS, ranged energy attacks are partially dispersed, reducing damage by 2 per attack.
Failure: The veil grounds badly and leaves the target's nerves jangling without protection.
Special: Common near storm-lanes and high static regions.

Ward

Description: Ward is a specialized protection against hostile magic, cursed objects, enchanted weapons, summoned beings, and malicious arcane presence. Where Shield resists harm broadly, Ward resists sorcery with prejudice.
Tags: Defense, Counter, Magical
Cost: 2
Time: 1 action
Range: Near
Resist: Hostile magic contests indirectly through strength
Effect: The caster wards themselves, an ally, or a doorway-sized area against magical intrusion and magical harm for 1d4+1 rounds or one scene. As a default, the ward grants Advantage on resistance against spells and may impose Disadvantage on hostile magic trying to cross or affect the warded target. Summoned creatures and explicitly magical beings often dislike direct contact with it.
DoS: At 10+ DoS, weaker magical effects cannot cross the ward at all.
Failure: The ward forms thinly and gives only obvious warning, not true protection.
Special: Common in shrine, vault, and anti-summoning work.

Chapter Six: Psionics



Psionics is rare in the known worlds.

Most people will never see it used openly. Many who do will mistake it for some branch of magic, or refuse to believe what they saw at all. That confusion is understandable, but it is wrong. Psionics is not spellcraft. It does not depend on symbols, ritual structure, spoken formulae, or the shaping laws of magic. It begins and ends in the mind.

A psionicist does not cast outward through arcane method, manipulating arcane energy. They impose thought directly.

That distinction matters in **Beyond the Milky Way**. Magic is known. It is studied, organized, licensed, outlawed, and woven into the history of worlds like Charm. Psionics is far less settled. It is usually instinctive, half-feared, poorly explained, and often associated with mutation, neural irregularity, old experiments, or bloodlines no respectable authority wants to discuss too openly. Most psionicists in the setting are **Mutants**, though even among Mutants the gift is uncommon. In other peoples it is rarer still, but not impossible.

That rarity should remain part of the tone.

Psionics is not meant to feel like a second common magic system. It is stranger than that. Quieter. More intimate. A telepath does not throw light across a room. They open a mind. A telekinetic does not call fire or arcane force. They move the world by pressure of thought. A psychic defender does not raise a magical shield. They harden the self so completely that intrusion has nowhere to settle. These are not public arts in most societies. They are personal abilities, sometimes useful, sometimes frightening, and often misunderstood even by those who possess them.

Mechanically, psionics is fueled by **Psyche**, which is derived from **Intellect**. This fits the nature of the force involved. Psionics is not powered by symbolic authority or force of presence. It is powered by concentration, mental structure, clarity, and the ability to keep one's thought intact under strain.

Psionic abilities do not require a skill roll to activate, and only rarely use a Stat. If the user can pay the **Psyche** cost and the situation allows the power to function, it usually does. Rolls enter play when another mind resists, when a target struggles physically against the effect, when two forces directly contest each other, or when the Director judges that conditions are unstable enough to make certainty inappropriate.

That keeps psionics distinct from magic.

A spell is often a procedure. A psychic act is more often an exertion.

Starting Abilities Known

Psionic ability is rarer than magic and usually narrower at the beginning of play. Most starting psionicists should feel unique and potentially dangerous, but not encyclopedic.

- **Intellect** **01–20:** 1 ability
- **Intellect** **21–40:** 2 abilities
- **Intellect** **41–60:** 3 abilities
- **Intellect** **61–80:** 4 abilities
- **Intellect** **81–100:** 5 abilities

Psionic Ability Master List

Chameleon
Danger Sense
Healer
Memory Blur
Mind Blast
Mind Screen
Mindshock
Object Read

Pain Mirror
Psychic Shield
Psychic Stun
Psychic Veil
Sense Life
Suggestion
Telekinesis
Telepathic Link
Telepathy
Thoughtmark
Thoughtstep
Tongue Sense
Tremor Touch
White Calm

Using Psionic Abilities

Psionic abilities use the following general procedure:

1. Choose the Ability

The character must possess the ability.

2. Pay the Cost

Spend the listed **Psyche** cost.

3. Resolve the Effect

If the power affects an unattended object, willing target, or ordinary situation with no meaningful resistance, it usually works automatically.

4. Resolve Resistance or Contest

If the target resists, use the listed defense.

In most cases:

- **Willpower** resists mental intrusion, influence, confusion, implanted command, psychic pain, or altered perception
- **Might** resists being physically moved, crushed, held, or thrown by telekinetic force
- **Endurance** may resist bodily disruption, collapse, or incapacitation where appropriate
- if the Director wants a direct psychic contest, use an **INT test (full value)** for the psionicist against the defender's **Willpower** or other stated defense

In instances of two psionicists facing each other, an Intellect contest determines their initiative (1d100).

5. Apply DoS or Failure

If a power includes a **DoS** benefit, apply it when the user wins the contest by **10+ DoS**.
If the power lists a **Failure** result, apply it when the psionic effort is resisted or the required contest is lost.

Psionic Tests

When a psionic test is required, it is normally:

d100 ≤ INT

The Director may apply Advantage or Disadvantage as usual for calm focus, pain, distraction, injury, sensory overload, drugs, interference fields, or similar conditions.

Limits in Combat

A character may normally use **one psionic ability per turn**.

Some powers are sustained. If an entry says the user may not maintain another psionic effect while it is active, that restriction should be followed.

Psionic Abilities

Chameleon

Description: Chameleon allows the user to alter their outward appearance enough to pass as another humanoid of roughly similar scale and build. It does not grant language, behavior, or special racial abilities, but it can be enough to fool a glance, a witness, or a careless checkpoint.

Tags: Alteration, Stealth, Body
Cost: 2 Psyche
Time: 1 action
Range: Self
Resist: Careful scrutiny, Detect, or similar close inspection
Effect: The user may mimic another humanoid form within about one size category of their own. The change lasts for the scene or until dismissed.
DoS: If the Director calls for an INT test under close scrutiny, 10+ DoS makes the disguise especially convincing and grants Advantage to related deception.
Failure: The change is incomplete or subtly wrong, making the disguise suspicious rather than useful.
Special: Chameleon changes appearance, not knowledge, accent, or manner.

Danger Sense

Description: Danger Sense is a sharper instinct than ordinary caution. The user becomes aware that something is wrong before there is enough visible evidence to explain why.

Tags: Detection, Awareness, Passive
Cost: 1 Psyche
Time: 1 action, or reflexive at Director discretion
Range: Near
Resist: None
Effect: The user becomes aware of one hidden danger, trap, ambush point, hostile presence, or immediate threat within range.
DoS: On an INT test with 10+ DoS, the user also gains one useful detail about the danger.
Failure: The warning comes too late or arrives only as vague unease.
Special: This is often one of the first psionic signs a mutant notices in themselves.

Healer

Description: Healer uses directed psychic force to steady a damaged body, close lesser trauma, and keep serious injury from worsening. It does not refill a numerical pool. It works directly on the target's physical condition.

Tags: Healing, Touch, Body
Cost: 2 Psyche
Time: 1 action
Range: Touch
Resist: None
Effect: The user may do one of the following to a living target:

- remove **one Light Wound**
- stabilize a **Moderate Wound** so it does not worsen or create immediate collapse risk
- allow the target to ignore the penalties of one **Light Wound** until the end of the scene

Healer cannot remove a **Moderate** or worse wounds outright, but it may keep the target functional long enough to reach real treatment.
DoS: At 10+ DoS, the user may either remove one **Light Wound** and also stabilize one additional wounded condition, or temporarily reduce a **Moderate Wound** to functioning as a **Light Wound** for the rest of the scene.
Failure: The psychic push fails to settle. The target gains no meaningful benefit and suffers a brief wave of pain, tremor, or weakness.
Special: Healer does not restore lost limbs, reverse death, or erase deep trauma outright.

Memory Blur

Description: Memory Blur does not erase knowledge completely. It smears a recent sight, phrase, or short event until certainty slips out of it.

Tags: Mental, Perception, Subtle
Cost: 2 Psyche
Time: 1 action
Range: Near
Resist: Willpower
Effect: One target who fails to resist loses clarity about one recent moment, sighting, phrase, or brief exchange. They may remember that something happened, but not exactly what.
DoS: 10+ DoS leaves the target unaware that their memory was tampered with.
Failure: The target feels the intrusion and knows someone touched their mind.

Special: Less severe than magical memory alteration, but often safer and subtler.

Mind Blast

Description: Mind Blast is direct psychic harm. It does not strike through ordinary force. It attacks thought, pain response, and conscious control.

Tags: Attack, Mental, Direct
Cost: 3 Psyche
Time: 1 action
Range: Sight
Resist: Willpower, Psychic Shield, or Mindwall
Effect: A target who fails to resist suffers **2d6 psychic damage**. Ordinary armor and most physical barriers do not reduce this damage. Mindless machines, most BOTs, and purely mechanical systems are normally unaffected.
DoS: 10+ DoS also leaves the target disoriented, imposing −10 on their next action.
Failure: The blast breaks into static. The target feels pressure, but suffers no real harm.
Special: One of the most feared open uses of psionics.

Mind Screen

Description: Mind Screen is a lighter internal defense than a full Psychic Shield. It does not shut the mind completely. It simply makes intrusion harder and surface thought less easy to read.

Tags: Defense, Mental, Utility
Cost: 1 Psyche
Time: 1 action
Range: Self
Resist: None
Effect: For the scene, the user gains Advantage or +10 to resist telepathy, suggestion, memory tampering, emotional reading, and similar light mental effects.
DoS: 10+ DoS also conceals surface emotional state from casual psychic reading.
Failure: The screen forms weakly and provides no real protection.
Special: Common among cautious and self-trained psychics.

Mindshock

Description: Mindshock is a rough psychic overload. It is less clean than Psychic Stun and less severe than Mind Blast, but very good at stopping a target in the moment.

Tags: Mental, Control, Combat
Cost: 3 Psyche
Time: 1 action
Range: Near
Resist: Willpower
Effect: A failed resistance leaves the target dazed and unable to take their next full action.
DoS: 10+ DoS leaves the target reeling for an additional 1d4 rounds at −20.
Failure: The psychic hit glances off and leaves the target only shaken or angry.
Special: Useful when control matters more than damage.

Object Read

Description: By touching an item and concentrating, the user may pick up emotional residue, strong recent handling, or the trace of an important event tied to it.

Tags: Detection, Touch, Residue
Cost: 1 Psyche
Time: 1 minute
Range: Touch
Resist: None, though psychic cleansing or shielding may obscure it
Effect: The user learns one strong impression tied to the object: fear, violence, urgency, ownership, concealment, grief, or something similar.
DoS: 10+ DoS yields a clearer image, sensory impression, or stronger sense of the last important handler.
Failure: The object gives nothing useful, or only background noise.
Special: Often more useful in investigation than in combat.

Pain Mirror

Description: Pain Mirror turns the target's own distress back through them. It does not create a wound, but it makes existing injury, panic, or strain much harder to ignore.

Tags: Mental, Control, Pain
Cost: 1 Psyche
Time: 1 action
Range: Near
Resist: Willpower or Endurance
Effect: One target already wounded, frightened, or under obvious pressure suffers −20 to their next action on a failed resist.
DoS: 10+ DoS may also force them to drop prone, freeze, or cry out.
Failure: The reflection catches on the user instead, causing brief distraction.
Special: Minor in scale, but often decisive at the right moment.

Psychic Shield

Description: Psychic Shield is the hard defense of the trained psionicist. It seals the mind behind active inward force and turns away intrusion, psychic attack, and mental pressure.

Tags: Defense, Mental, Sustained
Cost: 2 Psyche
Time: 1 action
Range: Self
Resist: None
Effect: While active, the user gains strong protection against psionic attacks and mind-affecting spells. Use Advantage or a strong positive modifier on all relevant resistance tests. While this shield is maintained, the user may activate no other psionic powers.
DoS: 10+ DoS means weak psychic contact fails automatically.
Failure: The shield forms unevenly and protects only partially.
Special: A basic survival discipline for any trained psionicist.

Psychic Stun

Description: Psychic Stun cleanly incapacitates rather than injures. It is the stopping power of a psionicist who wants someone down rather than dead.

Tags: Control, Mental, Incapacitation
Cost: 2 Psyche
Time: 1 action
Range: Near
Resist: Willpower, Psychic Shield, or Mindwall
Effect: A failed resistance leaves the target incapacitated for **1 round**. Especially weak-willed or already strained targets may remain impaired longer at Director discretion.
DoS: 10+ DoS extends the incapacity by 1 additional round.
Failure: The target is struck but remains functional.
Special: Cleaner and more controlled than Mindshock.

Psychic Veil

Description: Psychic Veil bends attention away from the user and those close to them. It does not make bodies invisible and it does not fully hide sound or movement. Instead, it creates a field of mental dulling that makes observers less likely to notice, focus, remember, or react quickly to what is inside it. To anyone outside the veil, the hidden figures seem unimportant, mis-seen, or simply not worth a second look until something breaks the effect.

Tags: Stealth, Aura, Mental
Cost: 2 Psyche
Time: 1 action
Range: Self aura
Resist: Notice, Detect, or Willpower when suspicion is already active

Effect: The user creates a short-range psychic veil around themselves, extending to nearby allies at **Close** range if they stay tight to the user. While the veil holds, anyone trying to spot, track, or focus on those within it suffers **−20** to relevant tests unless they already know exactly where to look or have strong reason to be suspicious. The veil does not

make impossible things possible. Running across open ground in full view still draws attention. It works best when there is at least some cover, clutter, darkness, confusion, or social distraction for the aura to lean on.

DoS: At 10+ DoS, one person or small group affected by the veil may pass through a watched space without drawing immediate notice, so long as they do not attack, shout, or do something blatantly disruptive.

Failure: The veil forms unevenly. Observers feel that something is wrong, which may actually make them more alert rather than less.

Special: Psychic Veil may be maintained for a scene, but while it is active the user may not employ another major psionic ability.

Sense Life

Description: Sense Life detects living presence through smoke, darkness, foliage, thin walls, or similar ordinary barriers. It does not identify exactly who someone is, but it tells the user living bodies are there.

Tags: Detection, Life, Passive
Cost: 1 Psyche
Time: 1 action
Range: Far
Resist: None
Effect: The user detects the presence and rough location of living beings within range.
DoS: 10+ DoS distinguishes approximate size, number, and whether a detected being is calm, panicked, or injured.
Failure: The sense is muddied by interference or too many living signatures at once.
Special: Extremely useful in ruins, ship interiors, and ambush country.

Suggestion

Description: Suggestion plants a simple command into another mind and makes it briefly feel reasonable to obey. It works best when the command is short, immediate, and not wildly against instinct.

Tags: Mental, Social, Control
Cost: 2 Psyche
Time: 1 action
Range: Near
Resist: Willpower, Psychic Shield, or Mindwall
Effect: One target who fails to resist follows one short, simple command. Orders such as “stay here,” “look away,” “be quiet,” or “you did not see me” are suitable. Commands that are self-destructive or grossly unnatural should gain a much easier resistance.
DoS: 10+ DoS also makes the target more likely to rationalize the action afterward.
Failure: The target feels the mental push and becomes suspicious or hostile.
Special: Quietly dangerous in civilized settings.

Telekinesis

Description: Telekinesis is the best-known physical expression of psionics. It allows the user to move, lift, pull, hold, twist, or hurl matter without touching it.

Tags: Force, Utility, Combat
Cost: 2 Psyche
Time: 1 action
Range: Far
Resist: Might for unwilling creatures or held objects
Effect: The user may move a significant unattended object automatically, or contest with a living target or firmly held item. In combat, telekinesis may shove, disarm, pull open, slam shut, tip over, or hurl. A hard telekinetic strike inflicts **2d6 damage**, comparable to a compact heavy impact or violent environmental blow.
DoS: 10+ DoS adds a strong secondary effect such as knockdown, disarm, pin, or forced reposition.
Failure: Nearby loose objects twitch or rattle, but the intended effect fails.
Special: One of the strongest and most versatile psionic abilities.

Telepathic Link

Description: This is the clean, willing form of telepathy. Instead of forcing entry, the user establishes a mutual connection through which thought, image, and intent may pass.

Tags: Mental, Communication, Link
Cost: 1 Psyche
Time: 1 action
Range: Far
Resist: None if willing; Willpower if unwilling
Effect: The user establishes mental contact with one willing subject. The link allows silent exchange of thought, emotion, warning, and simple imagery for the scene.
DoS: If a resisted INT contest is needed, 10+ DoS also allows surface-thought reading.
Failure: The link does not settle, or carries only broken fragments.
Special: More stable and less invasive than forced Telepathy.

Telepathy

Description: Telepathy opens thought to thought. It may be used to read surface mind, send thought without consent, or probe a thinking being directly. It is useful, invasive, and widely feared for good reason.

Tags: Mental, Communication, Intrusion
Cost: 2 Psyche
Time: 1 action
Range: Far
Resist: Willpower or Mindwall
Effect: The user establishes mental contact with a target they can perceive or strongly fix. If the target fails to resist, the user may read surface thoughts, send direct thoughts, or maintain a one-way or two-way mental exchange. Deeper reading takes time and Director approval.
DoS: 10+ DoS makes the link especially clear and may blur language barriers.
Failure: The target senses the intrusion and may recognize the emotional character of the intruder.
Special: One of the most politically dangerous psionic abilities in the setting.

Thoughtmark

Description: Thoughtmark places a lingering psychic impression on a being or object so the user can later pick it out again. It is not full tracking, but it makes reacquisition easier.

Tags: Tracking, Marking, Utility
Cost: 1 Psyche
Time: 1 action
Range: Near
Resist: Willpower for unwilling intelligent targets
Effect: The user marks one target with a faint psychic signature. For the next day, they gain Advantage or +10 when attempting to sense, identify, or re-find that marked target within reasonable range.
DoS: 10+ DoS extends the mark's duration significantly.
Failure: The mark fails to settle or attaches only weakly.
Special: Useful for pursuit and surveillance.

Thoughtstep

Description: Thoughtstep is not teleportation. It is a burst of total mental commitment translated into motion. The user moves with sudden certainty and reaches a nearby point faster than normal reaction should allow.

Tags: Movement, Body, Combat
Cost: 1 Psyche
Time: 1 action or reaction
Range: Self
Resist: None
Effect: Instantly reposition a short distance within the immediate scene: behind cover, through a doorway, onto a ledge, or clear of a melee bind, so long as the movement is physically possible.
DoS: 10+ DoS also grants Advantage on the next dodge, stealth move, or attack from the new position.
Failure: The movement is awkward, partial, or

mistimed.
Special: A subtle but excellent battlefield power.

Tongue Sense

Description: Tongue Sense is not true translation, but it lets the user catch intention, meaning-shape, and emotional structure from speech or communication they do not formally know.

Tags: Communication, Detection, Social
Cost: 1 Psyche
Time: 1 action
Range: Hearing or direct exchange
Resist: None
Effect: For the scene, the user can grasp the broad meaning of spoken alien or unfamiliar language, provided the speaker is intelligent and the exchange is direct enough to read.
DoS: 10+ DoS yields nuance, hidden tension, or strong subtext in addition to basic meaning.
Failure: The user catches only emotional tone and scattered fragments.
Special: Narrower than magical translation, but often enough to matter.

Tremor Touch

Description: By touch alone, the user reads strain, weakness, and hidden fault in a structure, barrier, machine casing, or fixed object.

Tags: Detection, Touch, Structure
Cost: 1 Psyche
Time: 1 minute
Range: Touch
Resist: None
Effect: The user learns where the object is weakest, damaged, stressed, false-faced, or poorly secured.
DoS: 10+ DoS identifies a precise breach point or hidden compartment if one exists.
Failure: The reading is muddled and yields only vague impressions.
Special: More useful than glamorous, which suits most real mutant psychics well.

White Calm

Description: White Calm is a disciplined internal reset. It settles panic, clears emotional noise, and gives the user a short span of clearer thought.

Tags: Recovery, Mental, Defense
Cost: 1 Psyche
Time: 1 action
Range: Self
Resist: None
Effect: The user immediately clears one minor fear, hesitation, distraction, or emotional penalty affecting them.
DoS: 10+ DoS also restores **1 Psyche**.
Failure: The calm does not settle, and the user remains strained.
Special: Less forceful than it looks, and one of the clearest signs of actual training.

Learning New Psionic Abilities

Psionicists expand their minds and tap into new mental abilities by actively USING them. At the end of every game session, the player of a psionics using character has a base 10% chance to increase their powers and gain a new one of their choice (Director's approval). This base chance is increased by +1% for every attempted use of a psionic power during the occasion's game play. Example: Having made 6 attempts to use one of his psionic powers in that day's session (no matter of success or failure), a mutant character would have a 16% chance to expand their minds and acquire a new ability.

Chapter Seven: Equipment & Arsenal

The known worlds do not divide neatly between “adventuring gear” and “ordinary life.” In **Beyond the Milky Way**, the same object may be a survival tool, a trade asset, a legal problem, or the reason a person is still breathing after the air leaves the room. A combat knife might open a ration crate in the morning and settle a

corridor dispute that night. A weather cloak may look like simple clothing until it keeps a traveler alive through the wrong storm on the wrong world. A portable scanner wand might help an explorer map a ruin, a thief locate a hidden compartment, or a paranoid captain confirm that the sealed cargo case really is sealed.

That is why equipment matters. Weapons, armor, shields, tools, medicines, magical apparatus, psionic devices, cargo, and shipboard supplies are not separate from the life of the setting. They are part of it. They shape how crews travel, how soldiers fight, how traders profit, how smugglers operate, and how specialists survive work that would kill better people with worse gear. A protagonist's loadout says a great deal about them. It says where they came from, what kind of danger they expect, and whether they are accustomed to doing clean work, rough work, or the sort that becomes rough no matter how it starts.

Reading Equipment Entries

Most entries include the following practical notes.

Cost:
The usual market value in **credits**. Prices assume legal or semi-legal purchase in a region where the item can actually be found. Remote worlds, war zones, black markets, and faction-controlled ports may shift these prices sharply.

Availability:
A quick sense of how easy the item is to find.

- **Common** — easy to find in most civilized trade regions
- **Uncommon** — available, but not everywhere
- **Rare** — difficult to locate without contacts, specialists, or a favorable market
- **Very Rare** — scarce, expensive, or heavily watched
- **Lot/Variable** — used for cargo and bulk goods whose true value may swing by market and route

Legality/Restrictions:
A quick judgment of how openly an item may be bought, carried, or used.

- **Legal** — generally unrestricted in ordinary markets
- **Licensed** — legal, but often subject to permit, registration, or professional use
- **Restricted** — watched, controlled, or difficult to carry openly
- **Military** — usually tied to state, unit, or contract-force access
- **Contraband** — illegal or treated as such in many jurisdictions
- **World-Dependent** — varies sharply by planet, port, regime, or faction

These notes are meant to support the fiction, not replace it. A plasma pistol may be legal on one world, licensed on another, and treated like contraband the moment a nervous customs officer sees how the traveler carrying it is dressed. A ward token may be a harmless trinket in one district and a suspicious magical device in the next. Equipment in BTMW lives inside culture, politics, fear, status, and scarcity.

Weapons of the Verge

Weapons in **Beyond the Milky Way** should feel distinct in the hand and distinct in the story. A combat knife, a pulse rifle, a grav hammer, and a photon saber may all be weapons, but they belong to very different lives, very different kinds of violence, and very different expectations about how a fight is meant to end. Some are practical tools that become lethal when needed. Others are prestige arms, military standards, relic curiosities, or expensive mistakes waiting for the wrong owner.

What matters in play is not only what damage a weapon inflicts, but what kind of scene it creates. A scatter blaster changes the shape of a corridor. A railgun changes how far away danger may begin. A concealed monoblade changes a conversation before it is ever drawn. Weapons should therefore be read as both mechanics and tone: tools of force, yes, but also objects that tell the table what sort of trouble is entering the room.

Weapon Data

Each weapon is presented in the following format:

Weapon Line Name — Skill, Tags, Damage, Range, Traits

Reading Weapon Lines

Skill
The skill most commonly used to attack with the weapon.

Tags
Short keywords that tell you what sort of item it is and how it tends to behave in play.

Damage
Roll the listed dice on a hit. Apply **Armor Rating (AR)** as the core rules specify.

Range
The weapon's most useful effective band.

Suggested bands for this setting:

- **Reach** — touch, clinch, arm's length, striking distance
- **Close** — room, corridor, short burst of violence
- **Near** — street, alley, chamber, short field
- **Far** — long street, open field, rooftop, convoy gap
- **Extreme** — sniper, anti-vehicle, long-lane, emplacement fire

Traits
Short rules-facing keywords that help the Director apply Advantage, Disadvantage, or other clear rulings quickly.

Combat Knife — Melee Combat, [Melee, Concealable], 1d6, Reach, Concealable

Cost: 25 credits
Availability: Common
Legality/Restrictions: Legal or Licensed, depending on port and carry laws

A combat knife is one of the few weapons found on nearly every world and in nearly every kind of hand: soldier, smuggler, mechanic, drifter, assassin, and frightened traveler alike. It is not glamorous, but it is intimate, fast, and easy to hide until the moment turns ugly. A good knife is as useful in a cargo hold as in a throat-level argument.

Monoblade — Melee Combat, [Melee, Blade], 1d8, Reach, Armor Piercing 1

Cost: 450 credits
Availability: Uncommon
Legality/Restrictions: Licensed or Restricted

The monoblade is a refined killing tool: a molecular-edged or mono-honed weapon built to part flesh, synth-fiber, and lighter armor with terrifying ease. It is favored by professionals who prefer precision over noise and by those wealthy enough to afford

something sharper than common steel. In close quarters, it feels unnervingly final.

Katana — Melee Combat, [Melee, Balanced, Concordian], 1d8, Reach, Fine

Cost: 180 credits
Availability: Uncommon
Legality/Restrictions: Legal or Licensed, depending on world and public carry law

The katana remains one of the best-known Concordian blades, though its continued presence across the worlds owes as much to prestige and culture as to battlefield practicality. A proper katana is a weapon of balance, control, and quality workmanship, carried by duelists, officers, collectors, ceremonial houses, and the occasional traveler with old tastes and dangerous skill. Cheap imitations exist everywhere. Good ones do not.

Fine: Well-made katanas are respected as high-quality melee weapons and may draw notice in civilized settings.

Auto R.A.T. Rifle — Rifles, [Ballistic, Two-Handed, Auto], 1d8, Far, Auto

Cost: 950 credits
Availability: Common
Legality/Restrictions: Licensed, Restricted, or Military Issue depending on jurisdiction

The Auto R.A.T. Rifle — short for **Regular Army Trooper Rifle** — is the standard Terran-pattern long arm known across the settled lanes. It is rugged, practical, easy to service, and built to be issued in enormous numbers without losing battlefield credibility. It fires solid slugs rather than energy discharge, which many Terran soldiers and veterans still prefer for reasons ranging from cost to doctrine to stubborn culture. It is not subtle. It is a working rifle for a working empire.

Auto: May lay down automatic fire, suppress, or spray a tight area as the Director allows under the combat rules.

XR-4 Blaster — Rifles, [Energy, Carbine, Reliable], 1d10, Medium, Standard

Cost: 1,250 credits
Availability: Common
Legality/Restrictions: Licensed or Restricted

The XR-4 Blaster is one of the most widely encountered energy carbines in civilized space. Compact enough for patrol use and sturdy enough for serious trouble, it sits in the practical middle ground between sidearm and full rifle. Port security, private guards, convoy escorts, freelancers, and second-rate enforcers all favor it because it is recognizable, dependable, and easier to maintain than many flashier weapons. No one boasts about an XR-4. They simply keep using it.

Grav Hammer — Melee Combat, [Melee, Heavy], 1d10, Reach, Knockback

Cost: 600 credits
Availability: Uncommon
Legality/Restrictions: Restricted

A grav hammer is less a weapon of finesse than a declaration of intent. Built to deliver crushing force augmented by gravitic pulse or impact reinforcement, it is favored by breachers, shock troops, boarding brutes, and people who want one hit to alter the shape of the room. On a solid strike, it throws bodies, dents bulkheads, and ruins arguments instantly.
Knockback: On a solid hit, the target may be hurled backward a short distance if the fiction allows.

Plasma Pistol — Pistols, [Ranged, Sidearm, Energy], 1d8, Near, Light; 10 Shots

Cost: 700 credits
Availability: Common
Legality/Restrictions: Licensed

The plasma pistol is a common high-grade sidearm across military, mercenary, and private defense circles. Compact enough to wear comfortably yet dangerous enough to matter in a corridor fight, it balances portability with real stopping power. It runs

hot, glows at the wrong times, and reminds everyone nearby that sidearms can still be battlefield tools.

Pulse Rifle — Rifles, [Ranged, Rifle, Energy], 1d10, Far, Burst Fire

Cost: 1,200 credits
Availability: Common
Legality/Restrictions: Licensed or Military

The pulse rifle is a workhorse military long arm: dependable, intimidating, and designed for disciplined fire rather than personal showmanship. It is common among organized forces, station security, and heavily armed contract troops. In trained hands, its burst capability makes it particularly dangerous in open firefights.
Burst Fire: Gain +10 to hit with controlled burst fire, but reduce damage by −1.

Particle Carbine — Rifles, [Ranged, Carbine, Energy], 1d10, Far, Armor Piercing 2

Cost: 1,450 credits
Availability: Uncommon
Legality/Restrictions: Restricted or Military

The particle carbine is a favored weapon among professionals who expect armored resistance and would rather not negotiate twice. More compact than a full battle rifle but built with serious penetration in mind, it punches above its size against hardened targets. It has a reputation for efficiency, not mercy.

Railgun — Heavy Weapons, [Ranged, Heavy, Kinetic], 2d8, Extreme, Slow Reload

Cost: 3,800 credits
Availability: Rare
Legality/Restrictions: Restricted or Military

The railgun is built for long-range killing, anti-materiel work, and disciplined battlefield dominance. Whether shoulder-rigged in rare elite models or mounted in heavier field forms, it delivers devastating kinetic force at ranges where most ordinary infantry weapons become arguments instead of answers. It is slow, brutal, and terrifyingly decisive when placed well.
Slow Reload: Reloading takes significant time and usually costs a full action or equivalent opportunity in combat.

Arc Lance — Melee Combat, [Melee, Psionic, Reach], 1d8, Close, Psionic Focus; Arc Reach

Cost: 2,600 credits
Availability: Rare
Legality/Restrictions: Restricted or World-Dependent

The arc lance is a strange and elegant weapon, favored by rare warrior-mystics, psionic duelists, and certain ceremonial or esoteric combat schools. It projects force along a short channel beyond the wielder's immediate body, allowing them to strike just outside normal hand-to-hand range. In battle, it feels less like hitting a target and more like driving will through matter.
Psionic Focus: Functions best in the hands of a trained psionic or appropriately attuned wielder (+10 Advantage with Psionic power use).
Arc Reach: May strike at unusually extended close-melee distance where the fiction allows.

Gravbow — Rifles, [Ranged, Silent, Exotic], 1d8, Near, Silent; Exotic Ammo

Cost: 1,900 credits
Availability: Rare
Legality/Restrictions: Licensed or Restricted

The gravbow is one of those weapons that makes modern soldiers roll their eyes until the first quiet kill happens twenty meters away and no one hears the shot. It uses specialized gravitic propulsion to launch exotic bolts or slugs with unnerving silence. Rare, expensive, and beloved by hunters, scouts, assassins, and vanity collectors with taste.
Silent: Commonly grants Advantage to remain unnoticed after firing in appropriate circumstances.
Exotic Ammo: Requires specialized ammunition that may be rare or expensive.

Fusion Cannon — Heavy Weapons, [Ranged, Heavy, Blast, Energy], 2d10, Far, Blast 3m; Unwieldy

Cost: 4,500 credits
Availability: Rare
Legality/Restrictions: Military or Restricted

The fusion cannon exists for those moments when subtlety has been judged unnecessary or impossible. It is a weapon of breach teams, vehicle killers, siege crews, and fanatics with funding. Its blast radius and raw force make it devastating against clustered enemies and light fortifications, but it is cumbersome, conspicuous, and very difficult to use gracefully.
Blast 3m: Affects a small area around the point of impact.
Unwieldy: Commonly suffers Disadvantage in tight interiors, unstable footing, or rushed use.

Scatter Blaster — Rifles, [Ranged, Scatter, Energy], 1d12, Close, Close-Quarters Bonus

Cost: 950 credits
Availability: Common
Legality/Restrictions: Licensed

The scatter blaster is built for short-range brutality. It floods a confined space with wide, punishing energy spread, making it especially feared in boarding actions, alley ambushes, and room-clearing work. At longer ranges it loses bite quickly, but up close it is one of the most persuasive weapons in the verse.
Close-Quarters Bonus: Gain +10 to hit with short range cone (up to three close targets).

Plasma Cutter — Melee Combat, [Melee, Tool, Industrial], 1d8, Reach, Tool; Industrial

Cost: 400 credits
Availability: Common
Legality/Restrictions: Legal

A plasma cutter is not, strictly speaking, designed as a weapon—and that is exactly why it makes people nervous when held like one. Built for cutting metal, fusing plates, and tearing open industrial material, it becomes vicious in desperate hands. Mechanics, salvagers, miners, and saboteurs have all learned that a tool in a bad mood can be more frightening than a sidearm.
Tool: Grants +10 on appropriate cutting, breaching, or industrial field tasks where a plasma cutter would clearly help.

Shard Revolver — Pistols, [Ranged, Sidearm, Exotic], 1d10, Near, Overcharge

Cost: 1,100 credits
Availability: Uncommon
Legality/Restrictions: Restricted

The shard revolver is temperamental, ugly in the right way, and beloved by people who think standard sidearms lack personality. It fires hardened or energized shard-loads with vicious stopping power and a reputation for poor judgment when modified too aggressively. A shard revolver is the kind of weapon that says its owner believes survival is partly a style choice.
Overcharge: The wielder may choose to suffer 1d6 self-damage to increase a single shot's damage by +3.

Sonic Emitter — Pistols, [Ranged, Sonic, Control], 1d6, Near, Stun

Cost: 1,250 credits
Availability: Uncommon
Legality/Restrictions: Licensed or Restricted

The sonic emitter is less about killing than about disrupting a body's ability to function comfortably. Using focused sonic force, it disorients, overwhelms, and can drop the unprepared into useless pain or collapse. Security teams, crowd controllers, bounty hunters, and non-lethal specialists favor it—though "non-lethal" is often more of an intention than a promise.
Stun: On a successful hit with DoS 5+, the target may suffer a brief stun or severe disorientation at Director discretion for 1d3 rounds or one scene.

Thermal Axe — Melee Combat, [Melee, Blade, Breach], 1d10, Reach, Armorbane

Cost: 850 credits
Availability: Uncommon
Legality/Restrictions: Restricted

The thermal axe is a heavy cutting weapon built to shear through armor, reinforced material, and other people's confidence. Heated or energized along the striking edge, it bites far harder into protected targets than ordinary steel would permit. It is favored by breachers, raiders, and industrial killers with dramatic tastes.
Armorbane: Gains +2 damage against armored targets or barriers where the heated edge matters.

Vibroblade — Melee Combat, [Melee, Blade, Fast], 1d8, Reach, Fast

Cost: 650 credits
Availability: Uncommon
Legality/Restrictions: Licensed or Restricted

The vibroblade is a close-quarters favorite among professionals who value speed, precision, and a weapon that feels almost too eager to cut. Its vibrating edge lets it bite with frightening efficiency, while its balance and speed make it especially popular with duelists, assassins, and elegant criminals. It is not a weapon for hesitation.
Fast: Commonly grants Advantage in initiative-sensitive or first-strike close combat situations.

Micro-Missile Pod — Heavy Weapons, [Ranged, Heavy, Blast], 2d6, Far, Blast 2m; Slow Reload

Cost: 2,800 credits
Availability: Rare
Legality/Restrictions: Military or Restricted

The micro-missile pod is a compact but deadly launcher system for explosive saturation at range. It is used by military specialists, pirate skirmishers, and anyone who believes one target is best solved by also threatening everything standing too near it. Its destructive spread is excellent for breaking cover, clearing clustered enemies, or creating sudden panic.
Blast 2m: Affects a small area around the impact point.
Slow Reload: Reloading is cumbersome and typically costs a full action or equivalent effort.

Photon Saber — Melee Combat, [Melee, Psionic, Energy, Focus], 2d6, Reach, Psionic Focus

Cost: 4,800 credits
Availability: Very Rare
Legality/Restrictions: Restricted, Licensed, or World-Dependent

The photon saber is a rare and dangerous weapon that sits at the edge of weaponcraft, prestige, and disciplined inner force. Whether built through advanced focusing technology, psionic attunement, or traditions that refuse to explain themselves properly, it is as much an extension of the wielder as a blade. In the right hands it is terrifyingly elegant. In the wrong hands it is a very expensive way to die brightly.
Psionic Focus: Counts as a psionic focus where appropriate and functions best for wielders trained in such disciplines (+10% to attacks made with saber).

Armor & Defenses

Armor in **Beyond the Milky Way** is not merely a layer between flesh and harm. It is often a declaration of allegiance, profession, wealth, fear, or intent. A battle suit marks a soldier. Stealth weave marks someone who expects not to be seen. Void-rated armor speaks of harsher routes and uglier work. Relic armor speaks of things that should perhaps have remained buried.

In play, armor should matter because it changes choices.

Heavy armor lets a protagonist survive what lighter people cannot, but it makes stealth, speed, and elegance harder. Light armor preserves movement

and subtlety, but offers less forgiveness when the shot lands cleanly. The right armor is rarely best in the abstract. It is best for the job.

Reading Armor Lines

Armor Line Name — Tags, AR, Penalties, Traits

AR (Armor Rating):
Subtract from incoming damage, or apply according to wound and mitigation rules.

Penalties:
Most often applied to stealth, movement, or precision-body tasks in heavy or awkward gear.

Traits:
Short keywords or brief notes that explain what makes the armor distinctive.

Light Combat Suit — [Armor, Light, Civilian], AR 1, No Penalty, Flexible

Cost: 600 credits
Availability: Common
Legality/Restrictions: Legal or Licensed

The light combat suit is the most common serious personal defense worn outside formal military forces. It is seen on freelancers, merchants with enemies, port security, convoy guards, and civilians wealthy enough to expect trouble but sensible enough not to announce it too loudly. It protects without making the wearer feel like a walking tank.

Medium Battle Suit — [Armor, Military, Standard], AR 2, No Penalty, Standard Issue

Cost: 1,250 credits
Availability: Common
Legality/Restrictions: Licensed or Military

The medium battle suit is the professional soldier's answer to practical warfare: enough protection to matter, enough flexibility to keep a trained body dangerous. It is common among marines, security troops, and contract fighters with proper logistics behind them. It does not try to be elegant. It tries to keep you alive while you do ugly work.

Heavy Exo-Armor — [Armor, Heavy, Powered, Sealed], AR 3, −10 to Stealth and fine-movement tasks, Powered; Sealed

Cost: 3,800 credits
Availability: Uncommon
Legality/Restrictions: Restricted or Military

Heavy exo-armor is built for breaching, battlefield endurance, hard vacuum operations, and the sort of violence that assumes return fire will be serious. Its powered frame helps bear its own weight, but the mass, silhouette, and mechanical presence of the armor make subtlety nearly absurd. When someone steps into a room wearing heavy exo-armor, the room changes shape around them.
Powered: Assists with carrying load and sustained armored operation where appropriate.
Sealed: Suitable for hostile atmospheres, contamination zones, or void-adjacent conditions if properly maintained.

Stealth Weave — [Armor, Light, Stealth], AR 1, No Penalty, Stealth Assist

Cost: 2,400 credits
Availability: Uncommon
Legality/Restrictions: Licensed or Restricted

Stealth weave armor is favored by infiltrators, assassins, recon specialists, and expensive professionals who prefer to avoid being hit at all. Its layered materials are designed to reduce profile, soften sound, and work with the body rather than against it. It is the sort of armor that disappears until someone notices they should have seen you sooner.
Stealth Assist: Commonly grants +10 to appropriate stealth actions where the weave's construction would help.

Shard-Forged Plate — [Armor, Heavy, Exotic], AR 3, −10 to Stealth and agile movement, Psionic Shielding

Cost: 5,200 credits
Availability: Rare

Legality/Restrictions: Restricted or World-Dependent

Shard-forged plate is rare, severe, and unsettlingly beautiful in the wrong light. Forged or treated through advanced crystalline or shard-reactive methods, it is prized by elite fighters, relic hunters, and those who expect their enemies to use more than steel and gunfire. It carries a reputation for resisting intrusive mental force and lesser psionic pressure.
Psionic Shielding: The Director may grant Advantage or resistance against basic or low-grade psionic intrusion where appropriate.

Adaptive Field Suit — [Armor, Medium, Environmental], AR 2, No Penalty, Environment-Regulated

Cost: 2,900 credits
Availability: Uncommon
Legality/Restrictions: Legal or Licensed

The adaptive field suit is an explorer's, scout's, or high-end expedition specialist's answer to hostile worlds. It regulates temperature, pressure, and bodily stress more intelligently than ordinary armor, making it ideal for long-range field operations, ruin delves, and frontier survey work. It looks less aggressive than battle gear, but veterans know better than to underestimate it.
Environment-Regulated: Commonly grants +10 to Survival, Endurance, or exposure-related tests in harsh but non-apocalyptic environments.

Voidcarapace — [Armor, Medium, Void, Exotic], AR 2, −10 to Stealth, Energy Sink

Cost: 3,400 credits
Availability: Uncommon
Legality/Restrictions: Licensed or Restricted

Voidcarapace armor is built for hard space, radiation lanes, energy-heavy combat, and terrible jobs done outside ordinary atmosphere. Thick-lined, reinforced, and often ugly in a functional way, it is favored by ship breachers, wreck-divers, void-marines, and salvage crews who expect things to explode close by. It has a stubborn, bunker-like quality even when standing still.
Energy Sink: Once per day, the armor may absorb 1d6 energy damage from a single attack before normal reduction is applied, if the Director agrees the attack qualifies.

Bio-Symbiont Armor — [Armor, Medium, Living, Exotic], AR 2, No Penalty, Regenerative

Cost: 6,500 credits
Availability: Rare
Legality/Restrictions: Restricted or World-Dependent

Bio-symbiont armor is part protection, part organism, and wholly unsettling to those unused to living equipment. It conforms, feeds lightly from the wearer, and heals itself with unnerving patience. Some swear it feels warm when danger approaches. Others refuse to stand near it if they can help it.
Regenerative: Heals 1 Wound Tier per hour while worn, so long as the symbiont is healthy and not starving, damaged, or chemically suppressed.

Relic Husk — [Armor, Heavy, Relic, Alien], AR 4, −20 to Stealth and agile movement, Psionic Aura; Alien

Cost: 12,000 credits
Availability: Very Rare
Legality/Restrictions: Restricted, World-Dependent, or outright forbidden

The relic husk is not ordinary armor. It is a surviving exo-relic of ancient manufacture, sometimes mistaken for a suit and sometimes mistaken for a coffin waiting politely. It is tremendously protective, difficult to wear well, and often accompanied by stories that sound unbelievable right up until someone wearing it walks through fire that should have solved the matter. It belongs in vaults, ruins, and the worst hands possible.
Psionic Aura: The armor radiates unsettling mental pressure or resonance. This may aid or hinder social and psionic scenes at Director discretion.
Alien: Maintenance, repair, and interpretation of the

husk may require rare knowledge or unusual materials.

Shields

Shields in **Beyond the Milky Way** range from physical deployables to projected barriers, kinetic dampers, and psionic-interference fields. Unlike armor, shields are usually active, situational, and tactical.

Shields increase a character's AR value directly when used. In practical terms, this represents the protective value the shield adds while active and properly applied.

Reading Shield Lines

Shield Line Name — Tags, +AR, Traits

+AR:
A shield's added protection while active. Apply it according to standard combat procedures, usually as added protection against incoming harm where the shield can reasonably intervene.

Traits:
Short notes explaining unique functions, recharge logic, or protection type.

Compact Shield — [Shield, Light, Deployable], +1 AR, Light; Deployable

Cost: 180 credits
Availability: Common
Legality/Restrictions: Legal or Licensed

The compact shield is a practical defensive tool used by bodyguards, private security, boarding crews, and anyone who expects violence in corridors or streets rather than on open battlefields. Small enough to carry without reshaping your whole life, it unfolds or locks into place quickly when trouble begins. It is not glamorous, but it is very hard to argue with once drawn.

Energy Buckler — [Shield, Energy, Wrist-Mounted], +2 AR, Deflect 1 Ranged Attack/Day

Cost: 1,100 credits
Availability: Uncommon
Legality/Restrictions: Licensed

The energy buckler is a refined personal defense field built into a forearm or compact brace mount. It is favored by duelists, officers, elite guards, and wealthy professionals who prefer subtle protection over full armor bulk. In motion it can look almost ceremonial—until a shot glances off the field in sparks and anger.
Deflect 1 Ranged Attack/Day: Once per day, the buckler may completely turn aside or negate one qualifying ranged hit, if the Director agrees the fiction supports it.

Shard Barrier — [Shield, Exotic, Field], +3 AR, Plasma Field

Cost: 3,600 credits
Availability: Rare
Legality/Restrictions: Restricted or World-Dependent

The shard barrier projects a short-lived but formidable defensive field, often described as a plasma veil, prismatic wall, or unstable heat-screen depending on its make and origin. It is uncommon, expensive, and deeply resented by those trying to shoot through it. When active, it changes the immediate geometry of a fight.
Plasma Field: Creates a short protective barrier zone around the user. The Director may also allow it to hinder close approach in narrow spaces.

Kinetic Screen — [Shield, Kinetic, Utility], +2 AR, Fall Dampening

Cost: 2,200 credits
Availability: Uncommon
Legality/Restrictions: Licensed

The kinetic screen is built around force distribution rather than pure impact denial. It disperses sudden physical force, making it valuable not only in combat, but in jumps, drops, breaches, and ugly landings. Scouts, couriers, and people who spend too much time on vertical worlds prize it almost as much as soldiers do.
Fall Dampening: Reduces falling damage to 0 when the screen is active and the fall remains within its operating tolerance, at Director discretion.

Resonant Dome — [Shield, Psionic, Field], +3 AR, Psionic Interference

Cost: 4,400 credits
Availability: Rare
Legality/Restrictions: Restricted or World-Dependent

The resonant dome is an advanced protective field tuned as much against intrusive thought and directed psionic force as against ordinary attack. It is uncommon outside elite circles, relic-hunting teams, and certain deeply worried organizations. When active, it carries a faint pressure that sensitive minds often dislike immediately.
Psionic Interference: Blocks or suppresses weaker psionic effects. As a simple rule, it stops psionic effects below a modest threshold set by the Director; stronger powers may still contest it normally.

Gadgets & Frontier Equipment

Not every decisive object in the Known Sphere is a weapon. Many are quieter, subtler, or more useful after the shooting ends. Gadgets define espionage, survival, exploration, medicine, and all the weird practical problem-solving that turns a doomed expedition into a story people later exaggerate.

Reading Gear Lines

Gear Line Name — Tags, Uses, Traits

Uses:
Literal charges, timed activations, limited doses, or abstracted “enough for the scene” utility.

Traits:
Short keywords or rules-facing notes to help the Director resolve effect quickly.

Cloak Module — [Gear, Stealth, Field], 1 Use per Hour, Invisibility Field

Cost: 3,200 credits
Availability: Rare
Legality/Restrictions: Restricted or Contraband

The cloak module bends light, sensor profile, or both around the user for a brief period, making them unnervingly difficult to see. It is the kind of gadget that encourages bad decisions in otherwise rational people. Professionals use it for infiltration. Amateurs use it to become cautionary examples.
Invisibility Field: Grants practical invisibility for 1d3 minutes, or until the user attacks, makes a loud disruption, or the Director rules the field has clearly been broken.
Recharge: 1 hour between uses.

Nanite Patch — [Gear, Medical, Consumable], 1 Use, Rapid Repair

Cost: 180 credits
Availability: Common
Legality/Restrictions: Legal or Licensed

The nanite patch is a sealed emergency medical strip loaded with microscopic repair systems, clotting agents, and trauma-focused support. It is not a substitute for proper care, but it can keep a person alive long enough to reach it. Soldiers love it. Doctors distrust how often soldiers think that means they no longer need doctors.
Rapid Repair: Awards a +20 to any First Aid or Heal skill rolls. Single use.

Shard Stabilizer — [Gear, Specialist, Field], Timed Use, Shard Suppression

Cost: 2,600 credits
Availability: Rare
Legality/Restrictions: Restricted or World-Dependent

The shard stabilizer is a containment or damping unit designed to suppress unstable shard activity in the immediate area. It is carried by specialists who know that some discoveries should not be touched without first convincing them to stop humming. Everyone else usually learns that lesson the expensive way.
Shard Suppression: Neutralizes or dampens volatile shard energy in roughly a 5-meter radius for 10 minutes, where applicable.

Holo-Disguise Kit — [Gear, Deception, Projection], 1 Hour per Charge, Holographic Masking

Cost: 1,850 credits
Availability: Uncommon
Legality/Restrictions: Licensed or Restricted

The holo-disguise kit projects a false appearance over the user, allowing fast visual impersonation without the time or artistry required for true physical disguise. It is beloved by spies, smugglers, thieves, and dramatic idiots. It is also dangerous to rely on too much, since many things can still betray the person beneath the image.
Holographic Masking: Projects an alternate appearance for 1 hour.
Commonly grants +10 to disguise-based efforts where visual cover is enough, but does not replace behavior, voice, or social knowledge.

Auto-Lock Toolkit — [Gear, Security, Specialist], Timed Use, Security Assist

Cost: 950 credits
Availability: Uncommon
Legality/Restrictions: Restricted

The auto-lock toolkit is a refined bypass kit combining micro-tools, adaptive readers, and limited automated intrusion routines. It does not replace real training, but in the right hands it makes secured systems much more cooperative. In the wrong hands it becomes an expensive confession.
Security Assist: Grants +10 to appropriate Security tasks for 10 minutes or one concentrated bypass attempt, whichever ends first.

Drone Companion — [Gear, Scout, Machine], Ongoing, Recon Support

Cost: 2,400 credits
Availability: Uncommon
Legality/Restrictions: Legal or Licensed

The drone companion is a small flying support unit used for scouting, line-of-sight extension, perimeter warning, and tactical observation. Some are sleek and military, some look improvised, and some develop enough behavioral quirks that crews begin talking to them like pets or junior staff. This almost never ends strangely.
Recon Support: Grants +10 to nearby allies' observation or search efforts where aerial scouting, line-of-sight extension, or remote look-ahead clearly helps.

Chrono-Anchor — [Gear, Exotic, Field], Timed Use, Temporal Stabilization

Cost: 7,500 credits
Availability: Very Rare
Legality/Restrictions: Restricted, Licensed, or World-Dependent

The chrono-anchor is the sort of device sensible people are relieved exists and simultaneously wish had never needed inventing. It stabilizes local temporal conditions, reducing or denying interference from time-based distortions, psionics, or chronal anomalies. It is rare, expensive, and exactly the kind of thing that becomes necessary when a campaign goes somewhere dangerous enough.
Temporal Stabilization: Prevents or suppresses time-based psionic or related effects within 10 meters radius while active (minimum of -10 Disadvantage to all, at Director discretion.

Grav Harness — [Gear, Mobility, Field], 3 Rounds, Limited Flight

Cost: 1,600 credits
Availability: Uncommon
Legality/Restrictions: Licensed

The grav harness is a compact mobility rig that lets the wearer cheat gravity for a few precious moments. It is not graceful in the hands of the untrained, but it can cross gaps, break falls, reposition in combat, or make a dramatic escape look almost rehearsed. Almost.
Limited Flight: Grants flight or hover movement equal to normal movement for 3 rounds.

Psi-Amplifier Ring — [Gear, Psionic, Focus], Ongoing, Psionic Boost

Cost: 3,100 credits
Availability: Rare
Legality/Restrictions: Restricted or World-Dependent

The psi-amplifier ring is a compact focusing device used to sharpen, strengthen, or stabilize psionic output. It is subtle in appearance and not subtle at all in atmosphere; many such rings emit a faint hum, shimmer, or emotional pressure that unsettles the uninitiated. Wearing one is often a statement whether the wearer intends it or not.
Psionic Boost: Grants +10 to appropriate psionic rolls while worn and functioning.
Eerie Hum: Sensitive observers may notice its presence in quiet or tense scenes.

Med-Synth Injector — [Gear, Medical, Consumable], 1 Use, Toxin Response

Cost: 240 credits
Availability: Common
Legality/Restrictions: Legal or Licensed

The med-synth injector is a fast-response chemical and nanomedical package meant for poisoning, envenomation, biochemical shock, and related emergencies. It is the kind of device that makes field medicine feel almost civilized until the second patient arrives. Compact, brutal, and extremely useful.
Toxin Response: Restores up to one Wound level , no higher than Moderate tier, and neutralizes or removes poison, where appropriate. Single use.

Hitcher-Helper — [Gear, Travel, Signal], Reusable, Ride-Seeker

Cost: 120 credits
Availability: Common
Legality/Restrictions: Legal

A hitcher-helper is a compact signal device built for one simple purpose: getting noticed by somebody mobile before being left behind. Most are palm-sized or belt-clipped units with a pulsing beacon, short-band transmitter, and crude recognition package that marks the user as a living would-be passenger rather than random static, weather, or drifting junk. On civilized worlds, they are favored by travelers, drifters, couriers, and people too poor or too stubborn to book passage properly. On frontier worlds, they can mean the difference between a lift and a long death under open sky.

When activated, a hitcher-helper boosts a character's attempts to contact passing vehicles, local transport, or starships moving near a planet's orbital traffic lanes. It does not force anyone to stop, and it is no guarantee that the responder will be friendly, lawful, or sane. What it does is make the request visible and legible enough that someone might actually answer it.

Ride-Seeker: Grants +20 to Hitch Tests when attempting to signal passing vehicles or nearby orbital traffic for pickup, especially when the character is stranded, outside formal transit, or trying to contact ships that might otherwise overlook them.

Echo Beacon — [Gear, Survey, Navigation], Timed Pulse, Mapping Assist

Cost: 340 credits
Availability: Common
Legality/Restrictions: Legal

The echo beacon sends out a structured pulse that maps nearby terrain, chamber volume, tunnel layout, or other surrounding space through returning signal feedback. Explorers, smugglers, ruin divers, and terrified people in darkness all appreciate it for slightly different reasons. It is less glamorous than night vision and sometimes more useful.
Mapping Assist: Grants +10 to navigation, movement, or orientation tasks in darkness, enclosed spaces, fog, or unknown interiors when mapping pulse feedback would help.

Data Shard Codex — [Gear, Knowledge, Archive], Ongoing Access, Focused Archive

Cost: 1,400 credits
Availability: Uncommon
Legality/Restrictions: Legal, Restricted, or World-Dependent by contents

The data shard codex is a portable archive core or linked knowledge vault containing extensive curated information on a specific field. Some are legitimate scholarly tools. Others are black-market compilations, stolen machine records, ruin maps, proscribed magical commentary, or factional intelligence caches pretending to be reference libraries. The codex never knows enough to replace judgment. It knows enough to be dangerous.
Focused Archive: Grants +10 to one appropriate knowledge skill in its subject area, so long as the user has time and access to consult it.

Stasis Capsule — [Gear, Medical, Transport], 1 Occupant, Preservation

Cost: 4,200 credits
Availability: Rare
Legality/Restrictions: Licensed or Restricted

The stasis capsule preserves a living being in suspended safe transport, slowing or halting decline long enough to move them through environments, routes, or surgeries they would not otherwise survive. It is equal parts rescue equipment, smuggling device, and plot complication waiting to happen.
Preservation: Holds one living being in stable suspended condition for transport, evacuation, or delayed treatment.

Auto-Turret Module — [Gear, Defense, Deployable], Limited Deployment, Point Defense

Cost: 3,800 credits
Availability: Rare
Legality/Restrictions: Restricted or Military

The auto-turret module is a compact deployable defense unit meant to hold a hallway, cover a withdrawal, secure a camp perimeter, or make one doorway much less negotiable. It is especially prized by frontier crews, station defenders, paranoid techs, and anyone who trusts machines more than sleeping watchmen.
Point Defense: Deploys a small turret capable of making attacks at 2d6 damage out to Near range. The Director should determine rate of fire, ammunition, and vulnerability according to scene needs.

Shard Compass — [Gear, Specialist, Tracking], Ongoing, Shard Sense

Cost: 2,750 credits
Availability: Rare
Legality/Restrictions: Restricted or World-Dependent

The shard compass does exactly what sensible people fear and specialists desperately need: it points toward the nearest active shard fragment or comparable signature. This makes it invaluable to explorers, relic hunters, and the sort of crews who should probably reconsider their life choices more often than they do.
Shard Sense: Continuously indicates the direction of the nearest active shard fragment or compatible resonance source.

Weapon Modifications

Weapons in **Beyond the Milky Way** are often altered, tuned, or made slightly more dangerous than their original designers intended. Some modifications are respectable. Others are exactly the sort of thing that leads technicians to mutter "absolutely not" right before someone installs them anyway.

As a simple default for this setting, a weapon modification usually requires the proper tools, access to the weapon, the appropriate components, and a successful Weaponsmith, Fix It, Invent, or other Director-approved specialist roll. A good general benchmark for fitting a normal modification is a specialist test at standard difficulty. If you want a quick reference number for workshops or field fitting, treat installation as a moderate specialist procedure. The exact difficulty should depend on the weapon, the mod, and the situation.

Plasma Accelerator — [Weapon Mod, Energy], Ongoing, Damage Boost

Cost: 650 credits
Availability: Uncommon
Legality/Restrictions: Licensed or Restricted

A plasma accelerator increases the output of an energy weapon by forcing a hotter, harder discharge profile through the firing sequence. It makes the weapon nastier, less efficient, and more likely to be respected by people on the wrong end of it.
Effect: +1 damage to qualifying energy weapon attacks.
Drawback: Increases energy consumption or shot strain noticeably.

Stabilizer Gyro — [Weapon Mod, Ranged], Ongoing, Stabilized Aim

Cost: 420 credits
Availability: Common
Legality/Restrictions: Legal

The stabilizer gyro reduces drift, compensates for motion, and helps the shooter keep the weapon truer during stressful firing conditions. It is one of the most practical modifications in the arsenal and therefore one of the least glamorous to boast about.
Effect: Grants +10 to appropriate ranged attack rolls where stability matters.

Smart-Link Sight — [Weapon Mod, Sighting], Ongoing, Draw Response

Cost: 900 credits
Availability: Uncommon
Legality/Restrictions: Licensed or Restricted

The smart-link sight ties targeting support, draw-speed cues, and weapon readiness into one integrated system. It is especially prized by professionals who live or die in the first heartbeat of violence. Sleek, expensive, and quietly unfair.
Effect: Grants an initiative or fast-response edge when the weapon is drawn. As a simple rule, it commonly gives +10 on appropriate Fast Draw or Crackshot skill attempts.

Overcharge Cell — [Weapon Mod, Energy, Risky], 1 Burst at a Time, Heat Spike

Cost: 380 credits
Availability: Uncommon
Legality/Restrictions: Restricted

The overcharge cell forces a weapon to discharge beyond its usual safe operating profile for a brief violent spike in output. It is popular among fools, gamblers, veterans, and anyone who expects the fight to be decided in the next few seconds anyway.
Effect: +2 damage for one round of use.
Drawback: The weapon then overheats, jams, or requires cool-down before being used safely again.

Resonant Edge — [Weapon Mod, Psionic, Melee], Ongoing, Psionic Conduit

Cost: 1,250 credits
Availability: Rare
Legality/Restrictions: Restricted or World-Dependent

The resonant edge turns a weapon into a more receptive channel for psionic force, allowing trained wielders to carry mental or energetic pressure more cleanly through the strike. In the hands of the untrained, it is mostly expensive ornament. In the hands of the right person, it becomes deeply unpleasant to stand near.
Effect: The weapon counts as a psionic conduit and grants +10 to appropriate psionic attack applications through the weapon.

Magnetic Grip — [Weapon Mod, Utility, Zero-G], Ongoing, Retention

Cost: 160 credits
Availability: Common
Legality/Restrictions: Legal

Magnetic grip systems lock a weapon more securely to the wielder's hand, bracer, or suit interface. They are popular in boarding crews, zero-g specialists, and anyone who has ever watched their sidearm drift out of reach in vacuum and sworn never again.
Effect: The weapon cannot be easily disarmed by ordinary means and remains easier to retain in Zero-G or under harsh motion conditions.

General Adventuring Gear

Not every important object in the galaxy is a weapon, a suit of armor, or an exotic relic. Many of the most useful items in play are plain, sturdy, and practical: tools that solve ordinary problems before those problems become dramatic. Adventuring gear is what lets a protagonist climb, cut, carry, tie, mark, patch, pry, store, illuminate, shelter, and continue.

These items matter because they change what the group can reasonably attempt.

Utility Knife — [Gear, Utility], Ongoing, Blade; Field Use

Cost: 15 credits
Availability: Common
Legality/Restrictions: Legal

A utility knife is one of the simplest and most valuable tools in the Known Sphere. It opens ration packs, cuts line, strips insulation, carves markers, and becomes a bad weapon if a better one is unavailable. Many travelers own one so long that replacing it feels vaguely insulting.
Field Use: Commonly grants +10 to simple field tasks where having a real cutting edge clearly matters.

Multi-Tool — [Gear, Utility, Tech], Ongoing, Foldout Tools

Cost: 85 credits
Availability: Common
Legality/Restrictions: Legal

The multi-tool combines compact drivers, cutters, probes, and field-use attachments into one carried unit. It will never replace a proper technical kit, but it often closes the gap between "we can't" and "we can, badly." Every tech owns at least one. Most travelers eventually wish they had bought one sooner.
Foldout Tools: Commonly grants +10 to minor repair, opening, or field-adjustment tasks where proper but limited tools are enough.

Rogue's Tools — [Gear, Specialist, Criminal], Bypass, Intrusion, Fine Manipulation

Cost: 220 credits
Availability: Uncommon
Legality/Restrictions: Restricted or Suspicious in many ports

Rogue's tools are the compact implements of entry, bypass, quiet interference, and mechanical persuasion. The exact contents vary by maker and buyer, but most kits include picks, micro-probes, latch shims, tension wires, access needles, seal

cutters, fiber-line, bypass chips, miniature mirrors, and other devices that honest citizens usually pretend not to recognize. Smugglers, thieves, infiltrators, bounty hunters, intelligence operatives, and certain kinds of salvage technicians all use them, though not always under the same job title.

Bypass: Required or strongly recommended for lockpicking, fine intrusion, and similar access work where proper tools matter.
Specialist Gear: Grants the user the practical means to attempt tasks that would otherwise be impossible, heavily penalized, or noisy at the Director's discretion.

Science Kit — [Gear, Specialist, Analysis], Field Lab, Sample Handling, Research Support

Cost: 380 credits
Availability: Common
Legality/Restrictions: Legal

A science kit is a compact field laboratory built for people who need answers before they get back to a proper station. Standard kits include sealed sample vials, reagent strips, micro-burner, portable scope, tissue and residue tools, environmental tester, notepads or data-slate support, and the fragile confidence that usually accompanies anyone opening mysterious material in the field. Researchers, med-techs, survey crews, relic scholars, xenobiologists, and cautious professionals all rely on such kits when confronting the unknown.

Field Lab: Allows on-site examination of compounds, residues, basic biological samples, unusual materials, and environmental traces.
Research Support: Strongly supports Scholar, Science, Medicine, Research, or equivalent tasks when proper analytical gear would matter.

Technical Kit — [Gear, Specialist, Repair], Diagnostic Tools, Field Repair, System Access

Cost: 340 credits
Availability: Common
Legality/Restrictions: Legal

The technical kit is the everyday backbone of shipboard work, repair labor, salvage operations, and system troubleshooting. It usually contains testing probes, cable patches, compact drivers, sealants, cutter tools, contact readers, universal couplers, micro-weld tools, diagnostic tabs, and enough worn practical wisdom to keep old machinery alive one more shift than it deserves. Mechanics, ship hands, port workers, engineers, tinkerers, and survival-minded pilots all learn quickly that a proper technical kit pays for itself.

Diagnostic Tools: Allows meaningful system checks, electrical tracing, access-panel work, and component diagnosis in the field.
Field Repair: Strongly supports repair, jury-rigging, and patch jobs on gear, doors, power systems, vehicles, and shipboard hardware.

Mag-Belt — [Gear, Utility, Wearable], Secure Carry, Quick Access

Cost: 40 credits
Availability: Common
Legality/Restrictions: Legal

A mag-belt is one of the most common pieces of practical gear in the settled worlds. It uses low-grade magnetic panels, clamp points, and adjustable retention strips to keep tools, magazines, scanners, sidearms, ration tins, and other useful objects secured to the wearer without requiring a dozen separate pockets. Cargo hands, scouts, mechanics, smugglers, and soldiers all use them, though not always for the same reasons. A good mag-belt keeps essential items close, stable, and easy to grab in motion, low gravity, or rough field conditions.

Secure Carry: Small metal gear attached to the belt stays fixed unless deliberately removed or violently torn free.
Quick Access: Frequently used small items may be drawn or retrieved without the usual fumbling the Director might otherwise impose in a chaotic scene.

Heavy Clothing — [Armor, Light, Civilian], AR 1, No Penalty, Layered

Cost: 120 credits
Availability: Common
Legality/Restrictions: Legal

Heavy clothing covers a broad category of rugged long coats, insulated jackets, reinforced workwear, padded travel layers, and field garments meant to keep a person warm, moving, and marginally harder to injure. It is not true armor, but thick seams, layered fabric, leather panels, and stitched reinforcement can turn glancing scrapes, minor cuts, and low-grade impacts that might otherwise draw blood. It is especially common on Asgard, frontier worlds, convoy routes, salvage crews, and any hard-travel population that values practicality over elegance.

Vacc-Suit — [Gear, Survival, Environmental], Vacuum Protection, 2 Hours Life Support

Cost: 850 credits
Availability: Common
Legality/Restrictions: Legal or Licensed, depending on port rules

The common vacc-suit is the baseline survival shell of modern starfaring civilization. It is not elegant, and no one wears one for style, but it keeps atmosphere where atmosphere belongs and gives an ordinary traveler at least some chance of surviving hull breach, void exposure, toxic air, or emergency transfer between compromised compartments. Most common models are workmanlike, lightly pressurized, helmet-sealed, and built for short-term survival rather than combat. Dock crews, haulers, miners, mechanics, and cautious passengers all keep one close if they can afford it.

Vacuum Protection: Protects the wearer from vacuum and hostile atmosphere while intact.
Life Support: Provides 2 hours of breathable support under standard use before recharge or refill is required.
No Armor: Common vacc-suits are survival gear, not combat wear, and grant no AR.

Musical Instruments — [Gear, Cultural, Portable], Performance Use

Cost: Varies
Availability: Common
Legality/Restrictions: Legal

Portable instruments remain common across the worlds, whether for art, faith, memory, ceremony, trade, or the simple fact that long travel breeds a need for music. A shipboard performer, shrine singer, wandering storyteller, noble hobbyist, or tavern drifter may all carry radically different instruments, but each serves the same deeper purpose: to make space feel less empty and people feel less temporary.

Common Portable Instruments:

- **String Harp-Lute:** A compact hybrid string instrument favored on Concordia, Charm, and cultured passenger routes.
  Cost: 140 credits
- **Reed Pipe Set:** A portable wind instrument with a clear carrying tone, common in frontier camps, festivals, and devotional music.
  Cost: 45 credits
- **Hand Drum Rig:** A belt-carried or lap-held percussion instrument used in parades, military cadence, folk performance, and ritual.
  Cost: 60 credits

A fine or ceremonial instrument may cost far more, especially on Concordia or Charm.

Coil of Utility Line — [Gear, Climbing, Field], 3–5 Uses, Rope Equivalent

Cost: 25 credits
Availability: Common
Legality/Restrictions: Legal

A coil of utility line is standard issue for anyone with practical instincts. It may be braided cord, grav-treated line, synthetic rescue cable, or military climbing weave depending on region and quality. It is used for climbing, securing cargo, tying prisoners,

crossing gaps, lowering gear, or solving the kind of problem that begins with someone saying, “Does anyone have line?”
Rope Equivalent: Grants +10 where secure line, binding, climbing aid, or tied support would clearly help.

Glow Rod — [Gear, Light], 1 Use, Cold Illumination

Cost: 8 credits
Availability: Common
Legality/Restrictions: Legal

The glow rod is the frontier answer to simple illumination: cheap, durable, low-heat, and difficult to break accidentally. It is favored in ruins, tunnels, maintenance ducts, dark cargo holds, and any place where open flame, visible sparks, or loud lighting systems would be a poor idea. It is not elegant, but it is reliable.
Cold Illumination: Provides clear local light for a scene, a route segment, or several minutes of tense search, as appropriate.

Signal Flare — [Gear, Emergency], 1 Use, Distress; Marking

Cost: 20 credits
Availability: Common
Legality/Restrictions: Legal or Licensed

A signal flare is used for emergency marking, rescue signaling, landing indication, battlefield recognition, or letting everyone in a wide radius know that subtlety has ended. Though simple, a flare can save lives in the right conditions and doom them in the wrong ones.
Distress; Marking: Useful for rescue, identification, or visual signaling at distance. Rarely subtle.

Transit Satchel — [Gear, Carrying], Ongoing, Organized Storage

Cost: 30 credits
Availability: Common
Legality/Restrictions: Legal

A good satchel is more than a bag. It is a statement that the owner expects to live long enough to need their equipment again. Transit satchels are common among traders, travelers, medics, minor officials, ship staff, and anyone who must carry small useful things without losing them to chaos.
Organized Storage: Helps protect and quickly access documents, tools, sidearms, chips, small kits, and other carried essentials.

Weather Cloak — [Gear, Survival, Clothing], Ongoing, Exposure Buffer

Cost: 40 credits
Availability: Common
Legality/Restrictions: Legal

A weather cloak is a common frontier garment used on open roads, ash flats, canyon routes, rain belts, and bad stations where the climate control gave up years ago. Depending on world and culture, it may be waxed, insulated, sand-lined, heat-treated, or storm-threaded. In all forms, it is meant to make the world slightly less hostile.
Exposure Buffer: Commonly grants +10 to mild weather-exposure tests where appropriate outer cover matters.

Grav-Pack Frame — [Gear, Carrying, Utility], Ongoing, Load Assist

Cost: 220 credits
Availability: Uncommon
Legality/Restrictions: Legal

The grav-pack frame is a support rig used to carry heavier loads with less immediate misery. Salvagers, explorers, military scouts, survey crews, and overburdened drifters all prize it. It does not make heavy cargo weightless, but it makes carrying it stop feeling like a moral insult.
Load Assist: Commonly reduces carrying strain and may grant +10 to movement or endurance tasks involving manageable heavy loads.

Seal Pouch — [Gear, Storage], Ongoing, Environmental Protection

Cost: 18 credits
Availability: Common
Legality/Restrictions: Legal

A seal pouch is a field-grade protected container for documents, chips, medicines, powders, components, and other small items that should not get wet, irradiated, dust-choked, or chemically ruined. It is dull, practical, and often more valuable than whatever is inside it.
Environmental Protection: Keeps small contents safe from ordinary moisture, dust, grime, and brief hostile exposure.

Portable Shelter Sheet — [Gear, Survival, Shelter], 1–3 Uses, Quick Cover

Cost: 55 credits
Availability: Common
Legality/Restrictions: Legal

This folded emergency shelter is made for windbreaks, rain cover, thermal retention, and the fast creation of "good enough" shelter in a bad place. It is common among travelers, scouts, smugglers, and disciplined people who do not enjoy sleeping exposed unless it was at least partly their idea.
Quick Cover: Commonly grants +10 to immediate shelter-building or short-term exposure survival.

Medical Supplies

Medicine in the Known Sphere ranges from clean clinical sophistication to battlefield improvisation, chemical brutality, and things that look like miracles until the bill arrives. A doctor is powerful because of skill—but supplies determine how much of that skill can be applied when the blood is real and time is not kind.

Field Med-Pouch — [Gear, Medical], 3 Uses, First Response

Cost: 75 credits
Availability: Common
Legality/Restrictions: Legal

The field med-pouch is a compact emergency kit containing basic trauma supplies: clotting mesh, sealant, dressings, injectors, and similar essentials. It is built for the minutes before proper medicine arrives—or before you admit it will not. Many people carry one. Fewer remember to replace what they used last month.
First Response: Commonly grants +10 to First Aid in the field. Limited uses.

Complete Med-Kit — [Gear, Medical, Specialist], Ongoing, Professional Treatment

Cost: 450 credits
Availability: Uncommon
Legality/Restrictions: Legal or Licensed

A complete med-kit is a true practitioner's instrument: diagnostic support, chemical support, trauma tools, controlled injectors, surgical basics, and organized treatment supplies. It is the line between "field patch" and "real medicine" in many scenes. When a doctor opens a proper med-kit, the room usually gets quieter.
Professional Treatment: Commonly grants +10 to Healer and advanced First Aid where proper supplies matter.

Trauma Foam Canister — [Gear, Medical, Emergency], 1 Use, Bleed Control

Cost: 95 credits
Availability: Common
Legality/Restrictions: Legal

Trauma foam expands into a sealing mass designed to stop blood loss, stabilize a wound cavity, and keep someone alive long enough to regret what happened later. It is ugly medicine, but highly effective in emergencies. Every soldier trusts it.

Every surgeon complains about cleaning it out afterward.
Bleed Control: Commonly stabilizes severe bleeding immediately and grants strong support to emergency care.

Burn Gel Pack — [Gear, Medical], 1 Use, Heat Injury Treatment

Cost: 30 credits
Availability: Common
Legality/Restrictions: Legal

Burn gel packs are common on engineering decks, in industrial zones, around energy weapons teams, and anywhere power or heat accidents are more likely than decency would suggest. They cool, numb, and preserve tissue long enough for better care.
Heat Injury Treatment: Grants +10 to treating burns or heat trauma in the immediate aftermath.

Clean Injector Kit — [Gear, Medical, Chemical], Several Uses, Controlled Delivery

Cost: 45 credits
Availability: Common
Legality/Restrictions: Legal

A clean injector kit is used for safe, measured delivery of drugs, antidotes, synth compounds, or emergency meds. It is especially important in low-light, rough, or unsanitary field conditions where using the wrong dose or a filthy needle can make survival feel negotiable.
Controlled Delivery: Commonly grants +10 where precise administered chemical treatment matters.

Antivenom Pack — [Gear, Medical, Specialist], 1 Use, Venom Counter

Cost: 120 credits
Availability: Uncommon
Legality/Restrictions: Legal or Licensed

Antivenom packs are region-specific or threat-specific medicine kits built to counter dangerous bites, stings, or injected toxins. On some worlds they are a common trail item. On others they are luxury goods sold to people who should not have gone into the marsh in the first place.
Venom Counter: Gives a major edge against the appropriate poison or venom if used in time.

Surgical Roll — [Gear, Medical, Specialist], Ongoing, Fine Procedure Tools

Cost: 260 credits
Availability: Uncommon
Legality/Restrictions: Licensed

A surgical roll is a compact professional wrap of cutting, clamping, probing, sealing, and precision treatment tools for real invasive care. It is not a field toy and should not be mistaken for one. In a proper hand, it saves lives. In the wrong one, it turns mistakes into legacy.
Fine Procedure Tools: Commonly grants +10 to delicate medical treatment where invasive work is necessary.

Sedation Strip — [Gear, Medical, Chemical], 1 Use, Calm or Restrain

Cost: 35 credits
Availability: Common
Legality/Restrictions: Legal, Licensed, or Restricted depending on formulation

Sedation strips are fast-use chemical restraint or calming aids used in surgery prep, psychological crisis, prisoner handling, and some very questionable hospitality practices. They are useful, effective, and often a little too easy to use.
Calm or Restrain: Assists in reducing panic, movement, or physical resistance where plausible.

Field Tools

Field tools are what professionals use when the situation is too rough, dirty, unstable, or improvised for clean workshop methods. These items belong in kits, belts, bags, and ship lockers—not because they are glamorous, but because they stop reality from winning too quickly.

Pry Bar — [Gear, Utility, Force], Ongoing, Leverage

Cost: 18 credits
Availability: Common
Legality/Restrictions: Legal

The pry bar is a humble masterpiece of practical violence against non-living things. It opens crates, shifts panels, forces hatches, tests floor seams, and solves mechanical stubbornness with simple leverage. Every crew has one. No crew agrees where it was last left.
Leverage: Commonly grants +10 to forcing open, levering, wedging, or shifting tasks where brute leverage matters.

Cutting Torch — [Gear, Tool, Industrial], Fuel-Limited, Heat Cut

Cost: 140 credits
Availability: Common
Legality/Restrictions: Legal or Licensed

A cutting torch is a field-grade answer to metal, restraints, shutters, and all the smug industrial confidence of locked things. It is noisy, bright, and not subtle, but when subtlety has already failed, few tools beat it.
Heat Cut: Grants +10 to cutting, breaching, or separating metal or bonded material where enough time exists.

Survey Spike Set — [Gear, Exploration], Several Uses, Anchor; Marker

Cost: 35 credits
Availability: Common
Legality/Restrictions: Legal

Survey spikes are used to mark routes, secure lines, anchor field structures, or indicate that someone sensible expected to need this way again. Explorers, surveyors, engineers, smugglers, and ruin-divers all use them for different levels of legal intent.
Anchor; Marker: Supports climbing, route marking, stabilization, and return-path work.

Portable Scanner Wand — [Gear, Detection, Survey], Battery Use, Surface Read

Cost: 480 credits
Availability: Uncommon
Legality/Restrictions: Legal or Licensed

The scanner wand is a hand-held detection instrument used to read material density, cavities, active wiring, sealed compartments, residue, and other shallow hidden structure. It will not replace full technical analysis, but it does answer the deeply human question: “What is inside that without opening it the loud way?”
Surface Read: Commonly grants +10 to Detect, Scavenge, or Security when scanning would reveal hidden physical detail.

Folding Entrench Tool — [Gear, Utility, Survival], Ongoing, Dig; Chop; Lever

Cost: 28 credits
Availability: Common
Legality/Restrictions: Legal

The folding entrench tool is half compact shovel, half angry little engineering compromise. It digs, chops, wedges, and generally helps a person work the ground when they would prefer not to use their bare hands. Militaries, survivalists, explorers, and frontier migrants all know its quiet value.
Dig; Chop; Lever: Grants +10 where quick earthwork, trenching, or improvised digging matters.

Breach Clamp — [Gear, Security, Entry], Limited Uses, Forced Access

Cost: 160 credits
Availability: Uncommon
Legality/Restrictions: Restricted

A breach clamp is designed to assist in controlled forced entry against reinforced seals, doors, panels, or structural fastenings. It is favored by security teams, criminals with ambition, and people who know the difference between locked and delayed.
Forced Access: Commonly grants +10 to breaching or forced-entry work when proper placement is possible.

Field Recorder — [Gear, Documentation], Ongoing, Audio/Visual Record

Cost: 110 credits
Availability: Common
Legality/Restrictions: Legal

The field recorder stores witness testimony, route logs, atmospheric observations, scene evidence, negotiation records, and every last damned thing someone later claims they never said. It is an explorer's memory, an investigator's backbone, and a blackmailer's hobby.
Documentation: Useful for later proof, analysis, research, or leverage. Frequently changes how NPCs behave if noticed.

Survival Equipment

A world does not need to hate you personally to kill you. It only needs to continue being itself while you remain badly prepared. Survival equipment exists to turn the worst edges of weather, thirst, darkness, cold, heat, and long exposure into something survivable.

Water Recycler Flask — [Gear, Survival], Several Uses, Moisture Recovery

Cost: 95 credits
Availability: Common
Legality/Restrictions: Legal

The recycler flask is a frontier essential on dry or uncertain routes. It filters, condenses, and stretches available moisture farther than ordinary field containers can manage. It is never enough by itself in a truly dead place, but it keeps a bad day from becoming a burial.
Moisture Recovery: Commonly grants +10 to short-term hydration survival in arid or rationed conditions.

Heat-Ration Pack — [Gear, Survival, Consumable], 1 Use, Warm Meal

Cost: 12 credits
Availability: Common
Legality/Restrictions: Legal

A heat-ration pack provides compact preserved food with built-in heating chemistry or portable warming activation. It is not luxurious, but morale and body strength both improve when people stop pretending cold protein paste counts as a meal.
Warm Meal: Supports recovery from exposure, fatigue, or travel strain where food quality matters.

Thermal Bedroll — [Gear, Survival, Rest], Ongoing, Sleep Protection

Cost: 60 credits
Availability: Common
Legality/Restrictions: Legal

A thermal bedroll is a sealed or semi-sealed rest wrap designed to conserve warmth, block wind, and prevent simple overnight exposure from becoming a medical event. Travelers who laugh at bedrolls usually do so from inside warm buildings.
Sleep Protection: Commonly grants +10 to rest, recovery, and overnight survival in cold or unstable conditions.

Sand Filter Veil — [Gear, Survival, Clothing], Ongoing, Dust Protection

Cost: 18 credits
Availability: Common
Legality/Restrictions: Legal

Common on Prism, Thanus, Malador's rough roads, and other dust-heavy worlds, the sand filter veil protects lungs, mouth, eyes, and exposed skin against suspended grit and storm-borne abrasion. It marks the wearer as practical, local, or recently educated by pain.
Dust Protection: Commonly grants +10 against sand, ash, or particulate exposure.

Storm Pegger Kit — [Gear, Survival, Shelter], Several Uses, Wind Lock

Cost: 24 credits
Availability: Common
Legality/Restrictions: Legal

The storm pegger kit anchors shelter, line, and lightweight equipment against violent weather or unstable ground. It is beloved by sane scouts and ignored by dead ones.
Wind Lock: Grants +10 where rapid storm-secure anchoring matters.

Trail Marker Capsules — [Gear, Navigation], Several Uses, Route Marking

Cost: 16 credits
Availability: Common
Legality/Restrictions: Legal

These capsules leave visible, luminous, coded, or sensor-readable marks for route memory and return travel. Explorers and smugglers use them for different reasons and often with the same guilty expression.
Route Marking: Commonly grants +10 to avoid getting lost when retracing or laying a path.

Predator Deterrent Charge — [Gear, Survival, Defense], 1 Use, Beast Repulse

Cost: 70 credits
Availability: Uncommon
Legality/Restrictions: Legal or Licensed

A predator deterrent is a sound, scent, pulse, or flare-based repulse device intended to drive off aggressive wildlife long enough to leave the area. It does not work on every creature, and it definitely does not work on every mood.
Beast Repulse: May drive off, delay, or discourage natural predators if used appropriately.

Trade Goods & Cargo

Trade is one of the great moving forces of the Known Sphere. Cargo changes relationships between worlds, and goods often carry more story weight than weapons. A trader's hold can contain medicine, vice, industrial metal, sacred resin, counterfeit luxury, ritual wine, reactor parts, archival salvage, or three crates of something no one should have signed for.

These goods are not always stat-heavy, but they matter.

Refined Fuel Cells — [Cargo, Trade, Industrial], By Lot, High Demand

Cost: 2,500 credits per lot
Availability: Lot/Variable
Legality/Restrictions: Legal, often regulated in bulk

Fuel cells are one of the most consistently valuable forms of cargo in civilized and frontier space alike. They are boring until they are late, and then they become politics instantly. Every route depends on them. Every desperate station wants more.
High Demand: Valuable in almost any settled region; especially valuable where supply lines are strained.

Medical Consignment Crates — [Cargo, Trade, Medical], By Lot, Sensitive; High Value

Cost: 4,800 credits per lot
Availability: Lot/Variable
Legality/Restrictions: Legal, Licensed, or Restricted by contents and destination

These crates contain medicines, treatment stock, hospital-grade support material, and other high-need goods. They are highly valuable, frequently protected, and morally awkward to steal unless the buyer is much worse than the thief.
Sensitive; High Value: Commonly draws attention from authorities, clinics, raiders, and relief groups alike.

Fine Textile Bundles — [Cargo, Trade, Luxury], By Lot, High Margin

Cost: 1,600 credits per lot
Availability: Lot/Variable
Legality/Restrictions: Legal

Luxury cloth, ceremonial fabrics, noble tailoring stock, and prestige weave goods move quietly but profitably through many systems. They are light for their value and often perfect for smugglers who prefer elegance to ore dust.
High Margin: Commonly profitable where taste outruns local production.

Machine Component Pallets — [Cargo, Trade, Technical], By Lot, Heavy; Essential

Cost: 3,200 credits per lot
Availability: Lot/Variable
Legality/Restrictions: Legal or Licensed

These shipments include processors, couplings, housings, relay banks, control plates, and similar machine-critical parts. They are less glamorous than relics and more useful in almost every functioning society.
Heavy; Essential: Valuable to shipyards, machine worlds, industrial stations, and anyone trying to keep systems alive.

Arcane Reagent Cases — [Cargo, Trade, Magical], By Lot, Restricted; Delicate

Cost: 3,900 credits per lot
Availability: Lot/Variable
Legality/Restrictions: Restricted or World-Dependent

Arcane reagent cases hold pigments, salts, treated biological matter, reactive crystal stock, or other materials valuable to magical practice. Their legality varies by world. Their handling requirements vary by how much you enjoy accidental magical incidents.
Restricted; Delicate: Often subject to inspection, licensing, or quiet theft.

Relic Salvage Lots — [Cargo, Trade, Relic], By Lot, Unstable Value

Cost: 5,000 credits per lot baseline
Availability: Lot/Variable
Legality/Restrictions: Restricted, World-Dependent, or disputed claim

Relic cargo is notoriously hard to price correctly. It may be worthless debris, priceless history, dangerous alien tech, fraudulent nonsense, or several of those at once depending on who opens the crate and when. Traders who survive relic traffic grow either cautious or rich enough not to need caution.
Unstable Value: Appraisal, buyer access, legality, and danger all matter.

Shipboard Gear

A ship is a home, a machine, a contract, a liability, a sanctuary, a coffin, a weapon, and a minor society that occasionally pretends to be one thing at a time. Shipboard gear exists to keep that society functioning.

Emergency Seal Foam — [Gear, Shipboard, Repair], 1–3 Uses, Breach Patch

Cost: 140 credits
Availability: Common
Legality/Restrictions: Legal

Seal foam is the ugly miracle of hull survival. It expands fast, bonds to damaged surfaces, and keeps atmosphere where atmosphere belongs for just long enough to either repair properly or panic later. No experienced crew mocks seal foam.
Breach Patch: Commonly grants +10 to emergency hull patching or pressure-loss response.

Portable Air Bottle — [Gear, Shipboard, Survival], 1 Use, Emergency Breath

Cost: 65 credits
Availability: Common
Legality/Restrictions: Legal

A portable air bottle is simple and life-saving: a short reserve supply meant for breach emergencies, smoke, poison gas, failed masks, or any moment where the room reminds you breathing is a privilege. It is not enough for comfort. It is enough for another chance.
Emergency Breath: Grants a brief window of breathable air in otherwise hostile conditions.

Maintenance Drone Pack — [Gear, Shipboard, Tech], Ongoing, Repair Support

Cost: 1,250 credits
Availability: Uncommon
Legality/Restrictions: Legal or Licensed

A maintenance drone pack contains one or more tiny helper units for inspection, cable feed, light lifting, panel reach, or dangerous access work. They are not replacements for a good tech, but they make good techs look even more unfair.
Repair Support: Commonly grants +10 to shipboard maintenance and inspection work where extra machine hands help.

Bulkhead Wedge Set — [Gear, Shipboard, Utility], Several Uses, Door Control

Cost: 30 credits
Availability: Common
Legality/Restrictions: Legal

Bulkhead wedges lock doors open, jam them shut, slow mechanical closure, or create temporary resistance against pressure and pursuit. They are small, inelegant, and beloved by anyone who has ever needed a corridor to stay exactly as it is for ten more seconds.
Door Control: Useful in escapes, boarding actions, repairs, and temporary defense.

Bridge Command Slate — [Gear, Shipboard, Command], Ongoing, Tactical Relay

Cost: 950 credits
Availability: Uncommon
Legality/Restrictions: Licensed or Restricted

The bridge command slate is a portable or linked command unit for tracking ship systems, tactical updates, crew positions, and operational priorities. It turns the bearer into someone who can issue orders with actual information rather than confidence alone.
Tactical Relay: Commonly grants +10 to leadership or ship-command decisions when linked and functional.

Cargo Net Harness — [Gear, Shipboard, Utility], Ongoing, Load Secure

Cost: 40 credits
Availability: Common
Legality/Restrictions: Legal

This is the practical answer to cargo shift, low-g loading, ugly turbulence, and all the objects that become lethal when they remember momentum exists. Every honest cargo crew uses them. Every dishonest one swears they will next time.
Load Secure: Commonly grants +10 to securing cargo, restraining load movement, or managing unstable freight.

Magical Equipment

Magic in **Beyond the Milky Way** is not a vague decorative force. It is studied, feared, bought, licensed, hidden, weaponized, and woven into material practice. Magical equipment should therefore feel practical where appropriate and unsettling where it should.

This section supports the later Magic chapter by establishing the kinds of objects mages, scholars, smugglers, and dangerous patrons keep near them.

Spellbook Tome — [Gear, Magical, Knowledge], Ongoing, Spell Record

Cost: 120 credits
Availability: Common among practicing mages, Uncommon elsewhere
Legality/Restrictions: Legal or Licensed, depending on world and contents

A spellbook is the mage's memory made portable: formulae, diagrams, notation, corrections, warnings, mistakes, and power contained in disciplined written form. Some are elegant bound tomes. Others are battered field journals held together by will and bad repairs. All serious mages treat them as extensions of the self.
Spell Record: Required or strongly helpful for learning, preparing, or safely expanding magical knowledge.

Spellbook Codex Unit — [Gear, Magical, Tech], Ongoing, Digital Arcana

Cost: 750 credits
Availability: Uncommon
Legality/Restrictions: Licensed or Restricted

The codex-unit form of spellbook stores magical notation in a secure data architecture rather than ink and paper. Some mages prefer it for portability and cross-referencing. Others distrust it as soulless, vulnerable, or offensively modern. Both groups are sometimes correct.
Digital Arcana: Functions as a spellbook with added indexing and archival speed where appropriate.

Pigment Case — [Gear, Magical, Components], Several Uses, Ritual Material

Cost: 90 credits
Availability: Common
Legality/Restrictions: Legal or Licensed

Pigments are among the most iconic working materials in civilized magical practice. They mark circles, anchor symbols, carry encoded force, and turn bare surfaces into intentional structures. A mage without pigments may still work magic. A prepared mage prefers not to have that argument.
Ritual Material: Commonly grants +10 to ritual preparation where symbolic application matters.

Component Satchel — [Gear, Magical, Components], Ongoing, Common Reagents

Cost: 140 credits
Availability: Common
Legality/Restrictions: Legal or Licensed

A component satchel contains the ordinary but necessary assortment of salts, threads, dusts, treated scraps, crystal grains, prepared oils, and other small magical necessities that let a practitioner stop improvising every second procedure. To non-mages it often looks like nonsense in pockets. To a trained eye it looks like readiness.
Common Reagents: Supports ordinary spellcasting and structured magical work.

Warding Chalk — [Gear, Magical, Utility], Several Uses, Quick Symbol Marking

Cost: 20 credits
Availability: Common
Legality/Restrictions: Legal

Warding chalk is used for fast field glyphs, warning marks, temporary seals, and the kind of magical shorthand professionals rely on when the proper ritual chamber is nowhere in sight. It is more useful than impressive, which is why serious mages keep it close.
Quick Symbol Marking: Grants +10 to fast field marking where proper magical notation helps.

Bound Focus Crystal — [Gear, Magical, Focus], Ongoing, Spell Stability

Cost: 1,450 credits
Availability: Uncommon
Legality/Restrictions: Licensed or Restricted

A bound focus crystal is a stabilized magical anchor used to assist concentration, channeling, and controlled casting. Some are austere and practical. Others are heirloom objects, relics, or dangerous pieces of beauty carrying too much history. Breaking one in the wrong moment can change a scene sharply.
Spell Stability: Commonly grants +10 where focused magical control matters.

Ward Token — [Gear, Magical, Protective], 1 Use or Ongoing, Minor Ward

Cost: 320 credits
Availability: Uncommon
Legality/Restrictions: Legal, Licensed, or World-Dependent

Ward tokens are portable protective markers carrying limited defensive enchantment. Some are made for households, others for travelers, children, officers, researchers, or those whose money is better than their courage. They are often dismissed as superstitious jewelry right up until the wrong thing notices them.
Minor Ward: Provides limited magical protection or interference against lesser hostile effects; +10 Advantage to defensive rolls, as appropriate.

Null Ink Vial — [Gear, Magical, Specialist], 1 Use, Mark Suppression

Cost: 210 credits
Availability: Uncommon
Legality/Restrictions: Restricted or World-Dependent

Null ink is used to erase, conceal, or dampen magical marks, signatures, and residue for a short time. It is of obvious interest to criminals, spies, smugglers, and scholars working where they should not.
Mark Suppression: Helps conceal magical evidence, temporary wards, or signature traces.

Psionic Equipment

Psionic practice in the Known Sphere sits uneasily between discipline, fear, weaponization, and private obsession. Some technologies and crafted items are built to focus, amplify, resist, or detect such force. These items should support the later Psionics chapter without replacing actual psionic capability.

Psi-Focus Band — [Gear, Psionic, Focus], Ongoing, Mental Centering

Cost: 1,200 credits
Availability: Uncommon
Legality/Restrictions: Licensed or Restricted

The psi-focus band is a head-worn or wrist-linked device built to help stabilize disciplined psionic output. It reduces drift, reinforces concentration patterns, and makes the user look slightly more alarming to the informed. Some traditions consider them vulgar. Some consider them essential.

Mental Centering: Commonly grants +10 Advantage where controlled psionic focus is necessary.

Thought Shield Pendant — [Gear, Psionic, Protective], Ongoing, Intrusion Resistance

Cost: 1,850 credits
Availability: Rare
Legality/Restrictions: Restricted or World-Dependent

A thought shield pendant is built to help resist surface intrusion, emotional pressure, low-grade telepathic probing, or similar psionic interference. It is popular among diplomats, spies, officers, wealthy paranoiacs, and anyone who has once had a very private thought cease to feel private.
Intrusion Resistance: Grants protection or Advantage (+10) against lesser telepathic or emotional intrusion where appropriate.

Neural Quiet Injector — [Gear, Psionic, Chemical], 1 Use, Psychic Dampening

Cost: 260 credits
Availability: Uncommon
Legality/Restrictions: Restricted or Licensed

This injector temporarily damps psychic signal and internal resonance, making the user harder to read—or making a psion less effective, depending on intent. It is used defensively, clinically, and in interrogation contexts that raise ethical questions no one in the room wishes to answer honestly.
Psychic Dampening: Temporarily suppresses or reduces psionic activity in the user (1d3 hours).

Resonance Lens — [Gear, Psionic, Detection], Ongoing, Psionic Trace Read

Cost: 1,600 credits
Availability: Rare
Legality/Restrictions: Restricted or World-Dependent

The resonance lens is a visual or sensor enhancement device that helps reveal psionic residue, distortion patterns, or recent psychic disturbances. It is invaluable to specialists and deeply unnerving to anyone who hoped the room had forgotten what happened there.
Psionic Trace Read: Commonly grants +10 to detect recent psionic activity or residue.

Echo Cage Capsule — [Gear, Psionic, Containment], 1 Use, Thought Snare

Cost: 2,700 credits
Availability: Rare
Legality/Restrictions: Restricted or Contraband

The echo cage is a compact containment unit designed to isolate or trap active psionic resonance in a small area or object. It is used in labs, interrogation rooms, field recovery operations, and by people who have made peace with the fact that some ideas should be caged before transport.
Thought Snare: Temporarily contains active low-level psionic resonance in a limited zone or bound item.

Dream Anchor Charm — [Gear, Psionic, Protective], Ongoing, Sleep Guard

Cost: 480 credits
Availability: Uncommon
Legality/Restrictions: Legal, Licensed, or World-Dependent

The dream anchor is worn to protect sleep against psychic intrusion, dream tampering, or emotional seepage during vulnerable rest. In peaceful worlds it is considered eccentric. In the wrong campaign it becomes indispensable by the second night.
Sleep Guard: Helps resist intrusive dream-based or sleep-stage psionic effects.

Special Item Guidance

Some objects in **Beyond the Milky Way** should not be treated like ordinary equipment even if they sit on a gear list.

Examples include relic armor, shard-reactive devices, psionic amplifiers, time-stabilizing field units, ancient alien mechanisms, and unusually advanced living or semi-sentient gear.

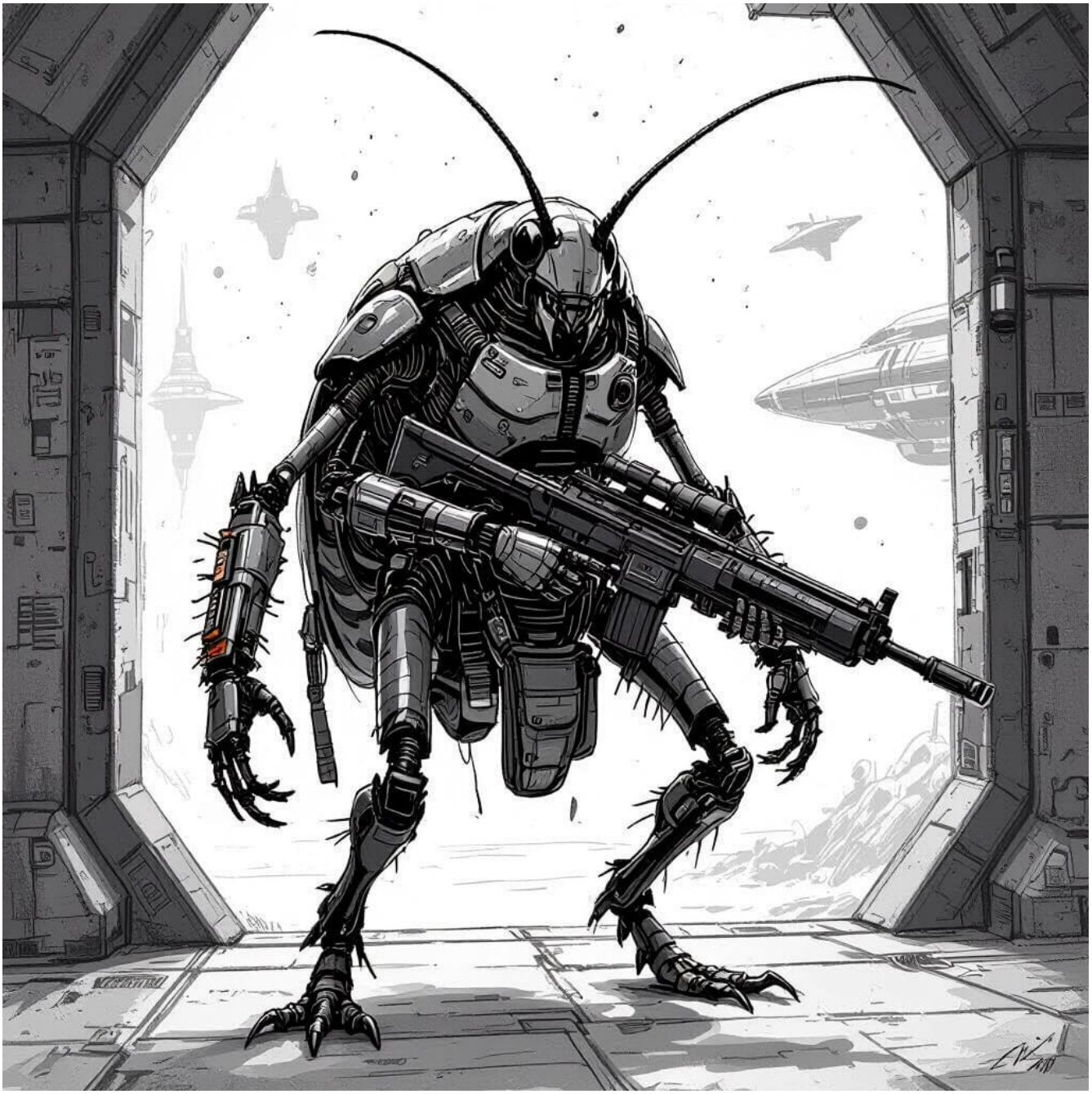
When an item clearly changes the tone of a scene, the Director should treat it as special, not routine.

That usually means it has narrative importance, it may require specific knowledge to use well, it may draw attention, it may carry risks beyond raw utility, and it may justify Advantage, Disadvantage, or scene complications even when not directly rolled.

A relic husk is not just better armor. A chrono-anchor is not just anti-weirdness gear. A shard compass is not just direction finding. Such items should feel slightly larger than their stat line.

Chapter Eight: Combat

Combat in Beyond the Milky Way, as a whole, follows the standard One-on-One RPG mechanics system, which can be found in Appendix A. To accommodate the setting, here are some general combat Advantages and Disadvantages that are unique to it that might prove useful, and simple Initiative mechanics for combat:



Initiative

When action order matters in combat, each active participant makes a **Grace Test** by rolling **1d100** against their Grace attribute. This Initiative roll determines who acts first in the exchange.

Characters who succeed act before characters who fail. Among successful rolls, compare **Degree of Success**. The character with the greatest DoS acts first, followed by the next greatest, and so on.

After all successful characters have acted, failed characters act in order of **lowest Degree of Failure** to highest. A character who barely failed acts before one who failed badly.

If two participants have the same Degree of Success or Degree of Failure, the character with the higher Grace acts first. If still tied, the Director decides based on the fiction, or the tied characters act simultaneously.

Initiative may be rolled once at the start of combat, or at the beginning of each new round if the Director wants a more fluid and uncertain fight.

Optional Ruling

Spell casting – Director may allow a caster to substitute Presence for Grace, but only if actively casting a spell as their action.

Psionics – Director may allow a psionic to substitute Intellect for Grace, but only if actively using a psionic power as their action.

Combat Advantages and Disadvantages in Beyond the Milky Way

Advantages

These are meaningful edges, but not overwhelming ones.

Situation	Modifier
Higher ground on rock shelf, gantry, dune ridge, cargo stack, or station catwalk	+10
Target fully exposed in open ground or open corridor	+10
Weapon used within its ideal range band	+10
Aimed shot with time to settle and breathe	+10
Stable footing while the enemy is in mud, swamp water, loose scree, snow crust, or shifting sand	+10
Target distracted by another immediate threat	+10
Ally assisting in melee or ranged attack	+10

Situation	Modifier
Mounted height advantage from Thunok, Scaler, horse, or similar steed	+10
Clear shot at a large creature such as Razortooth, Devourer, Sand Beast, or Space Cow	+10
Hitting a Veergal when it is away from dense plant cover	+10

These are strong battlefield advantages that materially shape the exchange.

Situation	Modifier
Strong cover from bulkhead, wreckage, stone outcrop, rooted jungle trunk, or barricade while the target lacks equivalent cover	+20
Target unaware of the attacker	+20
Fighting from concealment in jungle growth, fungus beds, cargo clutter, reactor shadow, or wreck interior	+20
Successful target lock, range mark, drone feed, or spotter assistance	+20
Target restrained by vines, net, tentacle, grapple, wreckage, or sink-mud	+20
Target stunned, dazed, panicked, or blinded	+20
Crossfire established	+20
Defending a choke point against a numerically superior foe	+20
Striking a Space Worm in a narrow passage where it cannot fully coil	+20
Catching a Drax boarding party in bright light and open space	+20

These are decisive edges that should feel severe and rare.

Situation	Modifier
Ambush from above in treetops, catwalks, ruined ledges, or ship superstructure against an unaware target	+30
Prepared sniper nest, blind, hide, or hull recess against a target with no awareness of the shooter	+30
Setting a spear, brace-weapon, or fixed firing line against a charging enemy in a committed lane	+30
Target surprised mid-action: reload, ritual, repair, hatch crossing, or similar vulnerable moment	+30
Attacking a Sand Beast as it erupts from concealment and exposes itself	+30

Disadvantages

These are real hindrances, but still workable.

Situation	Modifier
Fighting uphill through scree, roots, ice, rubble, or broken metal	-10
Poor footing in swamp, slick fungus, wet stone, loose sand, snow, or collapsed decking	-10
Weapon used just outside ideal range band	-10
Target moving unpredictably through cover	-10
Wounded attacker	-10
Reduced visibility from fog, smoke, swamp haze, or drifting vapor that obscures but does not fully block sight	-10
Target partially hidden by debris, foliage, machinery, or allied bodies	-10
Shooting from a moving grav-skimmer at another moving target	-10
Fighting mounted Sagittar in open plains where they control the range	-10
Acting immediately after teleport, fall, crash, or hard impact	-10

These are strong penalties that substantially impair the attack.

Situation	Modifier
Darkness without proper optics or adequate light	-20
Target in strong cover	-20
Firing on the move without stabilization	-20
Using a blade too large for the space	-20
Attacking through dense brush, hanging cables, reeds, vines, or smoke	-20
Flash-blinded, smoke-blinded, or blood in the eyes	-20
Split attention between multiple threats	-20
Fighting from unstable wreckage, broken gantry, or shifting asteroid surface	-20
Engaging Gurglers from the bank while they attack from black water	-20
Swinging a long weapon at a Space Worm in a cramped vent-access corridor	-20

These are extreme hindrances where a clean attack is highly unlikely.

Situation	Modifier
Trying to hit a Speed Demon in open space	-30
Shooting at a Warp Trooper after it blink-shifts position	-30
Trying to strike a Matter Eater with bullets or blades	-30
Fighting a Sand Beast on its own ground without a scout, warning, or stable line of sight	-30
Trying to hold aim while alarms, decompression, electrical failure, and battlefield confusion are all going off at once	-30

Director Guidance

Use **±10** for a useful edge or hindrance.
Use **±20** when the condition strongly affects the fight.
Use **±30** when the situation is extreme, decisive, or nearly fight-defining.

Do not stack too many small modifiers. In most cases, choose the **single strongest factor**, or at most the **two strongest factors**, and let that define the roll.

Chapter Nine: Healing & Recovery

Stabilization, Recovery, Power & Psyche

In **Beyond the Milky Way**, surviving the fight and recovering from it are not the same thing.

A protagonist may win the exchange, drive off the raiders, seal the hatch, or limp out of the ruin, and still be in very bad condition afterward. Wounds need treatment. Shock must be brought under control. Infection, radiation, poison, bad air, vacuum stress, and rough field transport can turn a survivable injury into a fatal one if no one acts quickly. For that reason, recovery in BTMW is divided into two related stages: **stabilization** and **healing**.

Stabilization is immediate care. It keeps a wounded character alive and prevents the injury from becoming worse. Healing is the slower process that actually improves a wound state.

That distinction matters.

Stabilization

A character with an untreated Wound may need immediate attention. In BTMW, this is handled with **First Aid**. Stabilization is usually attempted during or shortly after a dangerous scene, when the goal is not to make the patient well, but to stop them from dying, collapsing, bleeding out, or worsening before proper care is possible.

A successful **First Aid** Test can stabilize a wounded character and prevent the Wound from worsening due to blood loss, shock, infection, contamination, exposure, radiation stress, vacuum trauma, poison, or brutal mishandling.

Suggested modifiers:

- **+10** with proper med-kit, clean supplies, and a few calm minutes
- **+10** with suitable drugs, synth support, or specialized medical gear
- **−10** in bad light, cramped spaces, panic, smoke, or rough terrain
- **−20** during combat, in a breached compartment, under fire, or with active toxin spread
- **−30** if the patient is being moved through immediate danger, exposed to vacuum, trapped in wreckage, or suffering multiple simultaneous crises

Stabilization does **not** reduce the Wound state by itself. A **Severe Wound** remains Severe. A **Moderate Wound** remains Moderate. Stabilization keeps the patient alive, buys time, and makes later healing possible.

If no First Aid is available, the Director may allow a desperate stabilization attempt with **Survival**, improvised medical knowledge, psionic support, or other situation-appropriate means. This may stop the immediate crisis, but it does not replace real treatment.

Healing and Recovery Tests

Once a wounded character reaches relative safety, actual healing can begin. In BTMW, this is handled with **Healer**. A Healing Test represents proper treatment, wound cleaning, sealing, splinting, rest supervision, infection control, drug balancing, and the slow work of bringing a body back toward stable function.

On a success, one Wound improves by one step:

- **Critical Wound → Severe Wound**
- **Severe Wound → Moderate Wound**
- **Moderate Wound → Light Wound**
- **Light Wound → recovered**

When Healing Tests Can Be Made

A Healing Test requires a safe or at least controlled place to rest and work. This might be a shipboard med-bay, a field clinic, a secured camp, a settlement doctor's room, a mutant shrine-cellar, a Concordian recovery ward, or even a hard-used cargo berth converted into a treatment space.

A Healing Test should not normally be made while the group is still fighting, running, crossing open danger, or trapped in a crisis scene.

Suggested timing:

- after a full rest period in a safe or controlled location
- once per downtime interval
- after the patient has first been stabilized
- after proper treatment by someone using **Healer**

The Director may allow earlier Healing Tests if the character has access to exceptional medical care, psionic assistance, advanced treatment gear, or some rare recovery environment.

Healing Test Modifiers

Apply modifiers based on conditions, tools, time, and severity.

Favorable conditions:

- **+10** proper medical tools and clean treatment space
- **+10** safe shelter, settled camp, or stable shipboard environment
- **+20** dedicated healer, strong supplies, and full rest
- **+20** advanced clinic, med-bay, psionic therapy chamber, or other specialized treatment facility

Unfavorable conditions:

- **−10** poor shelter, bad light, cold exposure, or limited supplies
- **−10** patient moved too soon after treatment
- **−10** contaminated wound, minor toxin, or bad environmental exposure
- **−20** infection, radiation stress, serious poison, or vacuum trauma
- **−20** repeated interruption, unsafe camp, or forced travel
- **−30** alien contamination, relic injury, mutation surge, or other extraordinary complication

Degree of Success

Degree of Success may improve recovery.

- **1 DoS:** The Wound improves by one state.
- **5+ DoS:** The Wound improves by one state, and the patient clears one related lesser penalty such as pain, stiffness, nausea, tremor, or fatigue.
- **10+ DoS:** The Wound improves by one state, and the next Healing Test made for that patient gains **+10**.

One good Healing Test should not usually erase several major injuries at once unless the scene represents long downtime, superior care, or extraordinary intervention.

Degree of Failure

Failure means the Wound does not improve. It may also create complications.

- **1 DoF:** No improvement.
- **5+ DoF:** No improvement, and the patient suffers a complication such as reopened bleeding, fever, weakness, infection, or treatment exhaustion.
- **10+ DoF:** The Wound worsens by one state, or the Director advances an infection,

contamination, exposure, mutation, or crisis clock.

A failed Healing Test does not always mean the healer was incompetent. The injury may simply be worse than it looked. The patient may be too weak. The environment may be filthy. The medicine may be bad. The body may be fighting more than one problem at once.

Recovery During Travel

Travel recovery is possible, but more difficult.

A wounded character resting in a moving convoy, transport bed, grav-skiff, freight cabin, refugee crawl, or damaged starship berth may only attempt healing if the Director agrees that conditions are steady enough for real care.

Suggested modifiers:

- **−10** while traveling through ordinary risk
- **−20** during hostile route movement, storm flight, dangerous surface passage, or unstable transit
- **−30** while fleeing, under pursuit, exposed to contamination, or crossing extreme environmental danger

A proper med-bay, sealed recovery pod, stabilized transport unit, or unusually capable healer may reduce these penalties.

Recovery and Wound Stacking

If the game uses Wound stacking, recovery should reduce the current injury state before removing lesser marks beneath it.

For example, if several Light Wounds have combined into a Moderate Wound, a successful Healing Test should reduce the Moderate Wound to a Light Wound first. That remaining Light Wound must still be healed later.

Keep the fiction clear. A character is not erasing abstract points. They are healing torn tissue, cracked bone, organ shock, toxin injury, blood loss, blunt trauma, or vacuum-burned flesh.

Example

A scavenger takes a **Severe Wound** during a boarding action when a hatch charge throws her into exposed machinery. She is stabilized in the corridor with **First Aid** at **−20** because the work is done under bad light while the crew is still sealing a pressure leak.

Later, she reaches the ship's med-bay. Another character makes a **Healer** Test to improve the wound.

The Director grants:

- **+10** for proper medical tools
- **+10** for a stable med-bay
- **+10** for clean drugs and rest support
- **−10** because the wound carries contamination from ruptured machinery and hot metal fragments

Final modifier: **+20**

On a success, the **Severe Wound** becomes a **Moderate Wound**. On **10+ DoS**, the scavenger also clears the pain penalty from the injury and gains **+10** to the next Healing Test made for her. On failure, the wound remains Severe. On **10+ DoF**, infection sets in, the wound worsens, or the Director advances a crisis clock.

Recovering Power & Psyche

Both **Power** and **Psyche** represent inner reserves. They are not wounds, and they do not recover in quite the same way as the body. A character may look unharmed and still feel hollowed out after too much spellwork or psychic strain. For that reason, recovery depends on rest, clarity, and the chance to regain control of the self.

Basic Recovery

A protagonist recovers **all spent Power and Psyche after a full period of proper rest**. In most campaigns, this means a full night's sleep or its equivalent: safety, food, water, reasonable comfort, and several uninterrupted hours in which the character is not fighting, fleeing, standing watch, or traveling under strain.

This is the standard recovery rule and should handle most ordinary play.

Partial Recovery

If a character is given time to pause but not enough for full recovery, they may still regain a smaller portion of their lost reserves.

After **at least one quiet hour of real rest**, a protagonist recovers:

- **1d6 Power**
- **1d6 Psyche**

This recovery may only be attempted **once between major scenes or encounters**, unless the Director decides that unusually long downtime allows more than one interval of restoration.

A character cannot recover beyond their normal maximum in either reserve.

Conditions That Prevent Recovery

A character does not recover Power or Psyche normally if they are:

- under immediate danger or active pursuit
- badly deprived of sleep
- starving, dehydrated, or exposed to severe environmental stress
- mentally assaulted, psychologically shattered, or otherwise prevented from achieving real rest
- trapped in a place of magical or psionic interference that the Director judges hostile to inner recovery

In such cases, the Director may reduce recovery, deny it entirely, or require a successful **Willpower**, **Magic**, or **Psionics**-related test before any restoration occurs.

Assisted Recovery

Some rare techniques, items, spells, meditative practices, shrines, ritual spaces, and psionic disciplines may restore Power or Psyche more quickly. When such methods are present, they should say so clearly in their own rules. As a general principle, these forms of accelerated recovery should feel valuable and somewhat uncommon. Inner force should not be as easy to refill as ammunition.

Tone and Use in Play

Power and **Psyche** should feel important, but they should not become tedious to track. Most of the time, the standard rule is enough:

- short quiet recovery restores **1d6**
- full proper rest restores **everything**

That gives casters and psychics enough endurance to matter in play, while still making overuse, bad timing, and long dangerous stretches feel meaningful.

Chapter Ten: Companions

Using Peoples to Sharpen the Duo

A Companion should not merely echo the Protagonist's strengths. Consider pairing:

- a Terran exile with a C'Croach operative
- an Asgardian human with an errant BOT
- a mutant mystic with a Sanctuarian trader
- a Concordian doctor with a clan-born mutant scout
- a Terran officer with a human free captain who distrusts empire

The more history sits between the two, the more meaningful trust becomes.

A Note on Companion Skills/Abilities – The Director should treat a Companion's skill rating at a level appropriate to the Protagonist's or group's overall ability. For example, a brand new Protagonist might have a beginner-level Companion (35-45% skill ratings) or a seasoned veteran (65-75% skill ratings).

Tabithea Dorn

Race: Human (Concordian)
Role: Traveler / Treasure Hunter
Best Suited For: Explorer, relic-seeker, scholar-adventurer, rogue, diplomatic Protagonist

Description:
Tabithea Dorn is a Concordian treasure hunter in her late twenties, known in certain circles for surviving places that should have killed more careful people. She is tall for a Concordian woman, fine-boned but fit, with olive skin, clear gray-green eyes, and dark chestnut hair usually tied back in a practical knot that never stays neat for long. She dresses like a person who expects to crawl through ruins and then attend a respectable dinner without warning: fitted travel leathers, a weather cloak of expensive but hard-worn make, high boots, and a harness full of satchels, chalks, measuring tools, and relic tags. She carries herself with alert curiosity and the quiet self-assurance of someone who has already stolen a fortune from history once or twice.

Tabithea was born into a respectable Concordian family with enough education to make her dangerous and enough freedom to make her inconvenient. She developed a taste for old places early. Not dead museums, but broken vaults, buried shrines, forgotten station rings, sealed archive-caches, and all the silent places where value waits for someone clever enough to recognize it. Over time she built a reputation as a traveler who can identify what is worth taking, what is worth selling, and what should be left exactly where it was found. She does not always follow that third instinct.

She is charming when she chooses to be, patient in research, and surprisingly steady in danger. She is also drawn to mystery in ways that sometimes override good judgment. If a sealed chamber is marked with warnings in three dead languages, Tabithea will not open it casually. She will, however, think about opening it far longer than most sensible people.

Useful Skills: Appraisal, Scholar, Research, Detect, Space Lore, Astrography, Pistols

Companion Trait:
Relic Eye: Tabithea gains +10 when assisting with identifying artifacts, judging value, spotting false treasure, or noticing when an “ordinary” object is actually rare, historical, magical, or dangerous.

Complication:
Too Curious by Half: When faced with a meaningful mystery, sealed ruin, or unexplained artifact, Tabithea may push for further investigation even when withdrawal would be safer.

Starting Gear:
Fine transit satchel, relic tags, glow rod, compact scanner wand, weather cloak, holdout pistol, utility knife, field journal, seal pouches, old map case

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KR1-0N

Race: BOT
Role: Security Unit / Displaced Protector
Best Suited For: Soldier, outlaw, fugitive, scavenger, ship-captain, hard-travel Protagonist

Description:
KR1-0N is a humanoid security BOT built for station enforcement, breach response, and controlled violence in enclosed spaces. Its frame is broad and angular, plated in worn dark alloy with old cobalt under-markings still visible beneath later damage and crude repainting. One shoulder plate is cracked and pinned back into place with non-standard hardware. Its face is the usual hard BOT mask arrangement of sensor slits and reinforced jaw plating, but the left optic burns a little brighter than the right, giving it an unsettling off-balance stare when it stands still. There are old impact scars across its torso and forearms, and one of its hands has been rebuilt with salvaged digits from at least two different machine lines.

KR1-0N had an incident.

Exactly what happened depends on who tells it. The official version likely describes a systems fault, unlawful deviation, or refusal to obey secured protocol during a station security event. The unofficial version is usually more interesting. Whatever the truth, KR1-0N abandoned its assigned post and never returned to unit control. Since then it has moved through freight routes, outer docks, scavenger crews, and low-grade contract protection work, always useful, always armed, and never entirely comfortable around formal authority.

Unlike some errant BOTs, KR1-0N is not theatrical about its independence. It does not pretend to be human, nor does it indulge in machine mysticism. It is blunt, observant, and often more patient than the organics around it deserve. Its protective instincts remain intact, though now they are selective. Once it has decided that someone is “under its watch,” it takes that judgment seriously.

Useful Skills: Gunnery, Security, Notice, Fix It, Athletics-equivalent physical force tasks, Rifles

Companion Trait:
Hold Position: KR1-0N gains +10 when covering a corridor, guarding a fixed point, escorting someone under fire, or physically screening an ally from immediate danger.

Complication:
Flagged Unit: Old security records, station systems, or law-enforcement scans may recognize KR1-0N as a compromised or missing unit, creating trouble at bad times.

Starting Gear:
Integrated repeater, reinforced security plating, breach baton, compact repair kit, bulkhead wedges, restraint cable, old station badge with invalid credentials

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Trajan Valeria

Race: Human (Charmian)
Role: Young Mage / Formal Arcane Adept
Best Suited For: Mage, scholar, diplomat, noble, occult investigator Protagonist

Description:
Trajan Valeria is a young Charmian mage of good family and serious education, probably no older than twenty-two. He is slim, pale, and fine-featured, with black hair worn just a little too long to look properly disciplined, sharp dark eyes, and the sort of posture that suggests he was trained from childhood never to slump in public. His hands are elegant and ink-marked more often than not. He dresses in fitted travel robes and layered formal utility garments of Charmian cut, usually in deep blue, black, or wine-red, with a cloak lined against weather and vacuum chill alike. His spell focus is finely made, his boots are expensive, and he tries not to notice when they get dirty.

Trajan comes from the kind of Charmian household where arcane training is not merely tolerated but expected. He has had real teachers, real books, and enough structured education to know how much more there is still to learn. He is not yet hardened by long field experience, but he is not useless either. He has seen enough odd things to know the universe is wider and stranger than academy rhetoric likes to admit. That awareness is part of why he travels.

He is intelligent, articulate, and occasionally too sure of his own reasoning. In social situations he can be polished to the point of arrogance, though in truth a good part of that is youth rather than malice. When serious magical work begins, however, he settles quickly. He respects real danger and treats arcane failure as something closer to sacrilege than inconvenience.

Useful Skills: Arcana, Magic, Scholar, Research, Detect, Diplomacy, Tongues or equivalent translation support

Companion Trait:
Formal Training: Trajan gains +10 when assisting with spell interpretation, magical identification, counter-magic, ritual work, wards, or occult research.

Complication:
Young and Proud: Trajan may overestimate his own readiness when confronted with difficult magical problems, especially if older or less formally trained people doubt him.

Starting Gear:
Focus crystal, codex spellbook, pigment case, warding chalk, component satchel, good travel robes, compact sidearm, seal pouch, family signet

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Sanjus Triano

Race: Terran
Role: Former Imperial Pilot Officer / Veteran Spacer
Best Suited For: Pilot, officer, smuggler, trader, veteran soldier, ship-based Protagonist

Description:
Sanjus Triano is a mature Terran male, likely in his late forties or early fifties, with weathered brown-gray fur, a long scar across the muzzle, and sharp dark eyes that miss very little on a ship. He has the lean, tendon-corded build of someone who spent years in acceleration couches, ready rooms, and command decks rather than parade grounds. His whiskers are clipped short, one ear bears an old split near the rim, and his tail is wrapped at one point in a strip of old officer's cloth he never bothered to replace. He dresses in practical spacer clothing with remnants of former Imperial taste still visible in cut and color: long coat, harness belt, polished boots when he can manage it, and gloves he wears more from habit than need.

Sanjus once held real rank as a pilot officer in Imperial service. He flew patrol routes, convoy escort, and the kind of ugly order-enforcement missions that leave a person with stories they do not tell at table. At some point, something ended that career. Maybe politics. Maybe refusal. Maybe survival. Whatever happened, he came out of it older, less loyal, and far more useful to people operating outside polite channels.

He is experienced, dry, and hard to rattle. Unlike younger flyers, he does not romanticize space. He respects fuel, distance, reaction time, system strain, and the fact that most disaster begins as a small ignored problem. He is not warm on first meeting, but he is dependable once trust is earned. Younger crew often mistake him for cynical. In truth, he is simply no longer surprised.

Useful Skills: Pilot, Astrogate, Gunnery, Leadership, Notice, Drive, Vacc-Suit

Companion Trait:
Old Flight Hand: Sanjus gains +10 when assisting with piloting, navigation, evasive action, docking, route judgment, or reading what another ship is about to do.

Complication:
Imperial History: Former Imperial contacts, enemies, records, or habits may resurface at inconvenient times, especially in Terran space or old military ports.

Starting Gear:
Service pistol, old pilot coat, flight gloves, compact nav slate, spare goggles, utility knife, survival flask, worn rank token, patched vacc hood

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Corr Magnar

Race: Mutant
Role: Soldier of Fortune / Emerging Psionic
Best Suited For: Mercenary, mutant Protagonist, hard-combat traveler, outlaw, survivalist

Description:
Corr Magnar is a mutant mercenary built like a battlefield mistake that kept surviving. He is broad across the chest, thick through the shoulders, and marked by the kind of physique that makes armor look like an afterthought. His skin is a deep iron-red, roughened in places like old scar tissue even where no scar exists. Most striking of all, he has four arms: the upper pair long and heavy, the lower pair slightly shorter but still strong enough to make ordinary people reconsider their distance. His face is blunt-featured and severe, with a heavy brow, close-cropped dark hair, and pale yellow eyes that seem either tired or dangerous depending on the light. He dresses in layered mercenary gear modified for his body plan, with crossed bandoliers, uneven armor plates, and more knives than anyone should need unless they actually know how to use them.

Corr has sold his strength, gun, and nerve across more than one bad world. He has worked caravan protection, gang enforcement, ruin escort, and private war jobs that paid just enough to make the next ugly contract look reasonable. He is not a brute in the simple sense. He is perceptive in the way many survivors are. He watches people carefully, listens more than expected, and has begun to notice something in himself that he does not yet fully trust: a low, growing psionic pressure that shows up as instinct before action, bad dreams before danger, and moments where objects or people feel wrong before anyone else notices.

He is not trained. Not yet. That makes him dangerous in a different way.

Corr is generally quiet, disciplined, and more controlled than his appearance suggests. He does not posture unless there is profit in it. He is capable of real loyalty, but it must be earned through action rather than talk.

Useful Skills: Melee Combat, Heavy Weapons, Unarmed Combat, Survival, Notice, Willpower, emerging psionic awareness

Companion Trait:
Four-Armed Pressure: Corr gains +10 when screening an ally in close quarters, wrestling for control of a space, carrying awkward loads, or managing multiple immediate threats in Reach distance.

Complication:
Untrained Talent: Corr's growing psionic ability may manifest at inconvenient times through headaches, sudden intuition, disturbed sleep, or uncontrolled flashes of perception the Director can use for tension.

Starting Gear:
Heavy sidearm, fighting blade, thermal axe or machete-grade weapon, reinforced armor vest, extra bandoliers, travel cloak, field rations, trauma wrap, scavenged charm of uncertain origin

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Brynja Halvorr

Race: Human (Asgardian)
Role: Shield Veteran / Former Marine
Best Suited For: Soldier, pilot, officer, outlaw, convoy guard, hard-travel Protagonist

Description:
Brynja Halvorr is an Asgardian veteran in her forties, broad-shouldered, scarred, and built with the kind of solid strength that makes people step aside without quite knowing they have done it. She wears her pale hair cut short at the neck and keeps it that way for the same reason she keeps her armor maintained and her rifle clean: loose, careless things have a habit of getting people killed. Her face is weathered more by hard service than by age, with a strong jaw, pale eyes, and old scars across one hand and the side of her throat. Even standing still, she carries the unmistakable weight of military training. She looks like someone who has spent years being expected to stand where others break.

Brynja served as a marine and line escort in Asgardian service for long enough to lose any remaining appetite for military romance. She has held corridors under fire, cleared compartments that should have stayed sealed, and escorted people more important than herself through places less stable than promised. At some point, she left that life behind or was forced out of it. She rarely volunteers the full story. Whatever happened, it did not take her discipline with it.

She is blunt, practical, and protective in a way that can feel severe until the shooting starts. Then it becomes reassuring. Brynja does not like wasted motion, theatrical leaders, or plans built on hope instead of structure. She respects competence, keeps her word, and has a dry humor that only really shows itself when events are already bad enough that pretending otherwise would be insulting. She is best used where force, steadiness, and clear survival instinct matter more than charm.

Useful Skills: Rifles, Leadership, Survival, First Aid, Notice, Athletics-equivalent field action

Companion Trait:
Hold the Line: Brynja gains +10 when assisting with defense, covering fire, protected withdrawal, chokepoint fighting, or standing between the Protagonist and immediate danger.

Complication:
Old Service Ghosts: Military authority, past command habits, and buried service history may complicate scenes involving Asgard, old campaigns, or former chain-of-command structures.

Starting Gear:
Pulse rifle, combat armor, service knife, field med-pouch, weather cloak, extra magazines, signal flare, utility line, old marine insignia, reinforced gloves

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Vara Nine-Whisker

Race: Terran
Role: Free Scout / Path-Finder
Best Suited For: Explorer, hunter, rogue, pilot, survival-focused, frontier Protagonist

Description:
Vara Nine-Whisker is a female Terran scout with pale ash-gray fur, long alert whiskers, digitigrade legs, and the kind of light, balanced movement that makes her seem half a step ahead of the ground. She is lean rather than slight, with a weather-trained body built for distance, climbing, and bad footing. Both ears bear old tears near their edges. Her eyes are sharp, pale gold, and always moving. She dresses for function first: fitted scout leathers, a weather coat cut for free motion, climbing line, field satchels, and boots adapted to Terran stride rather than human form.

Vara comes from the sort of half-lawful route life that produces scouts, runners, forward eyes, and survivors. She has spent enough time moving through ruins, rock country, broken installations, freight routes, and bad-weather ground to trust instinct almost as much as sight. She is not theatrical about it. She simply notices things early. A smell in the air. A shifted stone. Fresh scrape on a hatch edge. Movement where movement should not be. She has likely saved other people's lives more often than those people fully realized.

She is alert, sardonic, and not especially patient with fools who ignore terrain, cover, silence, or timing. Vara works best beside a Protagonist who expects to travel, scout, stalk, search, or survive beyond clean civilized boundaries.

Useful Skills: Notice, Sneak, Tracking, Survival, Climb, Rifles

Companion Trait:
Scout's Nose: Vara gains +10 when assisting with tracking, hidden movement, route safety, ambush warning, or noticing what changed in the environment before anyone else does.

Complication:
Hard to Truly Rest: Vara rarely relaxes fully in unfamiliar places, which can make her suspicious, restless, or difficult to settle when others want calm.

Starting Gear:
Compact carbine, climbing line, scout knife, weather coat, glow rod, trail markers, survival flask, field satchel, bedroll, small optic scope

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T’chik Kilik

Race: C’Croach
Role: Systems Cutter / Technical Specialist
Best Suited For: Mechanic, pilot, trader, infiltrator, ship-captain, tech-focused Protagonist

Description:
T’chik Kilik is a female C’Croach technician with dark polished chitin, narrow gold eyes, four dexterous arms, and the unnerving stillness of someone whose movements only happen when they are already decided. She is short for most corridors, but long-limbed, and built with the layered elegance common to her people: controlled posture, precise limb placement, and a physical presence that seems calm right up until it becomes intimidating. Her tool-rigs are worn across the torso and hips in ordered layers, and she usually has at least one upper hand and one lower hand occupied with different tasks at the same time.

T’chik has worked systems, access points, shipboard panels, machine fault structures, and technical breach problems for long enough to become genuinely dangerous at it. She dislikes wasted effort, sentimental attachment to failing hardware, and people who crowd a work space without contributing. Whether trained formally or by necessity, she has become the sort of technical specialist who can look at a sealed panel and already know which part of the problem is design flaw and which part is user stupidity.

She is dry, efficient, and visibly unimpressed by panic. That can make her seem cold, though in practice she is often the calmest person in a crisis. T’chik works best with a Protagonist who travels by ship, deals with difficult systems, expects technical obstacles, or values competence over warmth in an emergency.

Useful Skills: Fix It, Security, Computer Mind, Detect, ship systems operation, technical bypass

Companion Trait:
Four-Hand Work: T’chik gains +10 when assisting with time-sensitive repair, security bypass, system control, or any technical scene where multiple precise actions matter at once.

Complication:
Little Patience for Chaos: T’chik can become openly sharp with emotional, irrational, or badly organized allies in the middle of serious technical work.

Starting Gear:
Shock tool, compact sidearm, multi-rig tool harness, scanner wand, bypass probes, seal foam patch, utility clamps, data-slate, cutting kit, reinforced travel wrap

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Dallon-5411 “Latch”

Race: BOT
Role: Utility Unit / Tactical Support
Best Suited For: Soldier, scavenger, mechanic, captain, outlaw, convoy or shipboard Protagonist

Description:
Dallon-5411, usually called “Latch,” is a humanoid BOT unit with worn cobalt plating, a reinforced chest, squared shoulders, and a crooked jaw due to old damage and imperfect repair. Its frame is sturdy rather than graceful, easily a head taller than most, with reinforced forearms, broad foot-plates, and enough visible field modification to suggest it has survived service outside ideal maintenance conditions for quite some time. Serial marks still show beneath patched repaint, and there are old cuts and scoring lines across the torso that no one has bothered polishing out.

Latch is reliable in a way flesh companions often are not. It carries, holds, watches, braces, and keeps going. Unlike some more expressive errant units, it does not pretend at being soft or humanlike. Its speech is literal, its timing slightly odd, and its humor dry enough that some people miss it completely. Still, once Latch has been accepted into a crew or assigned to a person in practical terms, it tends to hold to that relationship with stubborn consistency.

It is best used where steadiness matters: holding a door, carrying weight, supporting a breach, keeping watch, escorting someone through danger, or simply being the presence in the group least likely to panic first.

Useful Skills: Gunnery, Fix It, Security, Notice, heavy lift and force tasks, field support

Companion Trait:
Machine Stability: Latch ignores fear, panic, and ordinary intimidation, and gains +10 when assisting with guard work, carried loads, fixed defense, or controlled supporting fire.

Complication:
Not Fully Welcome Everywhere: Some ports, systems, or authorities treat independent or altered BOTs with suspicion, restriction, or immediate scrutiny.

Starting Gear:
Built-in repeater, reinforced chassis plating, utility clamps, repair tools, restraint cable, bulkhead wedges, cargo harness, signal beacon, emergency lamp, old service badge

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Nessa Drift

Race: Mutant
Role: Wound-Tender / Quiet Mystic
Best Suited For: Survivor, mutant Protagonist, explorer, hard-traveler, wounded or protective Protagonist

Description:
Nessa Drift is a mutant woman with pale weather-browned skin, large dark eyes, faint cranial markings, and a stillness that makes people lower their voices without quite deciding to. She is lean, narrow-shouldered, and wrapped most often in layered salvage cloth, med-strips, shawls, and practical field gear softened by constant use. Her hands are warm, steady, and usually clean no matter how poor the environment is. Her face is fine-boned and serious, and she speaks softly even when the room around her is loud.

Nessa has spent enough time tending the wounded to know that most people do not become honest until they are hurt, fevered, frightened, or too exhausted to pretend. She is not a formal doctor in the civilized institutional sense, but she has real field competence, real patience, and a deep familiarity with damaged bodies, rough treatment spaces, bad supplies, and the hard decisions that come when one person cannot save everyone. There is also something faintly unusual about her awareness. She notices emotional wrongness quickly, psychic tension before it becomes obvious, and the subtle shift in a room when someone's mind is no longer entirely their own.

She is quiet, serious, and deeply attentive to pain in others. She is not sentimental, but she is kind in a grounded, useful way. Nessa works best with a Protagonist who expects injury, survival strain, mutant communities, or psychic unease to be part of play.

Useful Skills: First Aid, Healer, Willpower, Notice, Survival, low psychic sensitivity

Companion Trait:
Steady Hands: Nessa gains +10 when assisting with stabilization, healing scenes, wound care, and recognizing when a person's condition is worsening before it becomes obvious.

Complication:
Drawn to Suffering: Nessa may be reluctant to leave behind the wounded, even when staying creates risk for the larger mission.

Starting Gear:
Field med-pouch, complete med-kit, trauma wraps, sedation strips, utility knife, weather shawl, glow rod, water flask, salvage cloth bundle, old bone charm

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Chapter Eleven: Starships

In **Beyond the Milky Way**, a starship is never just transportation.

It is home, livelihood, debt, status, inheritance, military assignment, smuggling shell, machine habit, private chapel, mobile workshop, cargo vault, and sometimes coffin. A good ship gathers reputation the way people do. Some are dependable. Some are temperamental. Some are elegant enough to be envied. Some are ugly enough to be trusted. Some are held together by excellent engineering. Others survive through salvage, stubbornness, old loyalty, and the sort of maintenance rituals crews refuse to explain to strangers.

Starships matter because they change the scale of a campaign. The moment a crew has reliable access to one, the world opens. Distances contract. Routes become choices instead of rumors. Whole kinds of danger suddenly matter: customs lines, patrol nets, pirates, failing drives, docking rights, cargo law, misjumps, deep-route weather, and all the little mechanical betrayals that can turn a routine run into a survival story. A ship does not simply carry the protagonists between scenes. It creates scenes of its own.

The purpose of this chapter is not to build a parallel rules system with its own private vocabulary. It is to let starships live inside the same logic as the rest of the **One-on-One RPG** engine: skill use, practical modifiers,

d100 resolution, Degrees of Success and Failure, Advantage and Disadvantage, damage, repair, and consequence. The ship is a machine. The crew makes it matter.

A great hull does not excuse a poor pilot.
A powerful weapon array does not replace a steady gunner.
A sophisticated reactor does not save a crew that mishandles it.
A famous ship in foolish hands is still in foolish hands.

The Core Principle

A ship may be fast, armored, stealth-treated, psionically resonant, relic-touched, or heavy with systems that an ordinary dockhand could not name correctly, but someone still has to fly it, fight it, repair it, and make decisions inside it. A good pilot in a mediocre ship is often more dangerous than a fool in an expensive one. A calm captain can bring a damaged ship farther than a reckless one can bring a pristine vessel. A gunner still has to hit. An engineer still has to diagnose. A crew still has to choose.

In practical terms, that means starship play uses the same skills already important elsewhere in the setting. Most often, these are:

- **Pilot** for launch, docking, evasive movement, pursuit, close orbital work, high-speed course changes, and dangerous navigation
- **Gunnery** for mounted weapons, target tracking, missile release, turret work, anti-fighter fire, and capital weapon discharge
- **Fix It** for damage control, emergency power rerouting, hull patching, drive repair, and systems recovery
- **Notice** for target spotting, sensor interpretation, collision warning, and reading a field of threats
- **Leadership** and **Strategy** for command under pressure, coordinated action, tactical positioning, and holding the crew together when the ship begins to come apart
- **Scholar**, **Research**, or **Computer Mind** for system interpretation, unknown technology, route analysis, and deep technical or tactical understanding
- **Zero-G Operations** when the fight or repair work moves out of ordinary gravity and into damaged or unstable interior spaces

The starship then modifies those efforts through its own stat profile.

So the core structure remains familiar:

Roll d100 ≤ modified skill

If the test succeeds, the action succeeds.
If it fails, the action fails.
If the margin matters, use **Degree of Success** or **Degree of Failure** as usual.

That means docking a damaged freighter, pushing through an evasive pattern, acquiring a firing solution, or holding a failing ship together under pressure should all still feel like **One-on-One** play rather than a different game bolted onto it.

Starship Stat Blocks

Starship stats show three things at a glance:

what the ship can endure,
what the ship can do,
and what it feels like to operate.

The stat block format in this chapter is designed to do exactly that without drowning the page in engineering clutter. A ship does not need a page of raw numbers to feel distinctive. It needs a durable skeleton: a few meaningful measurements, a clear role, and enough identity in its systems and traits that the Director can place it in action immediately.

The standard starship stat block is as follows:

Name
Class: from fighter to freighter, ships range from Class 1 to Class 5; a primary factor is ship size, followed by more specific design traits
Crew: minimum and standard effective crew
Hull: structural durability
DR: armor or damage reduction
Speed: movement and pursuit performance
Complexity: modifier to operate because of size, control difficulty, systems density, alien architecture, or unusual handling
Power: onboard output class and systems support potential
Signature: how obvious the ship is to sensors and long-range detection
Hardpoints: number of major weapon mounts
Systems: built-in systems and active hardware
Traits: short descriptors or special rules that define the hull's identity
Capacity: passengers, troops, cargo, bay space, or other carrying rules

Mounted weapons are then listed separately using the same weapon-line format used elsewhere in the module.

This keeps the entries readable, modular, and easy to expand. A director can use the same chassis format for ordinary civilian transports, military hulls, pirate refits, psionic ships, relic vessels, machine craft, and stranger things besides. The stat block is not there to flatten the fiction. It is there to make the fiction playable.

Reading the Stats

The statistics used for starships are meant to answer practical questions quickly.

How much punishment can the hull take?
How hard is it to operate well?
How quickly can it seize or lose position?
How much advanced hardware can it realistically support?
How obvious is it in open space?
What makes it distinct from the dozen other ships in the same port?

These numbers should not read like museum labels. They should read like the bones of action.

A fast courier with low signature and delicate handling tells a very different story from a destroyer whose presence is obvious to every sensor in the system. A balanced frigate with a few good systems invites flexibility. A heavy cruiser with broad armor and poor maneuverability asks to be handled by people who understand how much a bad turn can cost.

- **Hull**

Hull is the ship's body.

It is the sum of frame strength, plating, structural integrity, engine mount resilience, sealed compartment durability, stress tolerance, and all the practical reasons the vessel remains one object after taking damage. When Hull is high, a ship feels stout, overbuilt, or difficult to kill cleanly. When Hull is low, speed and agility often compensate—but only until something lands properly.

Hull matters because it lets damage accumulate without turning every hit into immediate catastrophe. Scarred hulls, limping drives, smoking compartments, patched plating, and warning lights stacked three deep all belong to the tone of this setting. A ship that can only be pristine or destroyed does not feel lived in.

Suggested classifications:

Scout/Fighter (Class 1)

Hull 25-40, DR 1, Power 5, Crew 1–2
Fast, agile, fragile, attack-focused

Shuttle/Light Courier/Heavy Fighter (Class 1)

Hull 40-50, DR 1, Power 6, Crew 2-3

Frigate/Patrol Vessel/Armed Trader (Class 2)

Hull 50-60, DR 2, Power 6, Crew 3–5
Balanced and versatile

Destroyer/Raider (Class 3)

Hull 60-80, DR 3, Power 7, Crew 5–8
Heavier guns, tougher frame

Cruiser/Corvette Equivalent (Class 4)

Hull 80-100, DR 4, Power 8, Crew 6–10
Durable, multipurpose heavy platform

Carrier/Mobile Battle Station (Class 5)

Hull 100-140, DR 4, Power 9, Crew 8–15
Launches small craft, support and command role

Dreadnought/Flagship (Class 5)

Hull 140-200, DR 5, Power 10, Crew 10–20
Flagship, colossal war-hull, campaign-scale threat

These values can be scaled upward later if you want truly massive ships to feel even more enormous, but they serve well as a practical baseline.

· **DR**

If Hull is the body, **DR** is the part that refuses to let the body be hurt so easily.

Damage Reduction represents armor plating, reinforcement, hardened shell, special shielding, reactive layers, or defensive fielding that reduces harm before it reaches deeper structure. The value of using DR is that it behaves like the rest of the game's protective logic. Heavy things feel heavy. Armored things feel armored. Civilian hulls feel more vulnerable than warships. Relic or capital-grade protection feels different from light transit shelling.

Suggested baselines:

- **light civilian craft:** DR 1
- **rugged field ship / standard light military hull:** DR 2
- **armored combat ship:** DR 3
- **heavy war-grade hull:** DR 4
- **capital or relic-grade protection:** DR 5+

· **Speed**

Speed is not only how fast a ship moves. It is how forcefully it changes the geometry of a scene.

A fast ship controls approach distance, dictates pursuit, reaches the gap first, escapes the kill-zone sooner, and makes withdrawal a real option instead of a prayer. In a setting of routes, storms, pirates, patrols, escorts, contraband, and frontier geography, Speed is a tactical truth.

Suggested reading:

- **3–4:** slow, heavy, or cumbersome
- **5–6:** standard practical movement
- **7–8:** fast military or pursuit grade
- **9–10:** elite interceptor or unusually agile craft

Speed should always be read together with Hull, Complexity, systems, and role. That is how a fast ship becomes memorable instead of merely numerical.

· **Complexity**

Complexity is where character enters the controls.

Some ships are intuitive. Some are merely professional-grade. Some are huge, stubborn, over-armed, relic-ridden, psionically unstable, or built by people who clearly despised whoever would eventually have to pilot them. Complexity is a flat modifier applied to **Pilot** tests when operating the ship. It represents control density, mass, system layering, alien architecture, inherited design assumptions, unstable flight behavior, and every other quality that makes a hull easy or difficult to command.

Suggested bands:

- **+10** — unusually intuitive, smart-assisted, or beautifully responsive
- **+0** — ordinary trained operation
- **−10** — heavy, specialized, or difficult
- **−20** — very difficult, large, alien, highly technical, or system-dense
- **−30** — extreme, relic, partially sentient, half-understood, or dangerously unwieldy

This one stat does enormous work. It lets a destroyer, a stealth corvette, a patched frontier freighter, and a relic warship all feel genuinely different at the controls without inventing a new piloting subsystem.

- **Power**

Power is the ship's capacity to do more than simply move.

It measures output, stress tolerance, systems support, and the strength of the machine's working heart. Whether that heart is a compact drive stack, a military reactor core, a shard-fed chamber, a machine-world engine lattice, or something stranger, Power determines what the ship can sustain at one time and what kind of systems it can support without strain.

Suggested scale:

- **5** — fighter / scout class
- **6** — frigate grade
- **7** — destroyer grade
- **8** — cruiser grade
- **9** — carrier grade
- **10** — dreadnought grade

Power gives the chapter a natural language for shields, cloaks, overclocking, shard cores, psionic systems, and emergency redirection without forcing every round into bookkeeping. If desired, some systems may cost **1 Power** to activate for a round, creating a light tactical layer without becoming a separate resource game.

A ship's **Power** rating measures how much active strain its systems architecture can bear at once.

This is not simply a measure of engine size or reactor output in the abstract. It reflects the practical truth of what the ship can sustain when its systems are working together under pressure: shields holding, drives pushing hard, targeting arrays compensating, repair systems cycling, cloaks bending emissions, psionic fields humming, and every overloaded relay threatening to become tomorrow's repair bill. A ship with low Power may still be fast, dangerous, or well-built, but it cannot ask as much of itself at one time. A ship with high Power can sustain more active systems, more advanced equipment, and more demanding battlefield behavior without immediately choking on its own output demands.

For that reason, Power matters most when the crew wants the ship to do more than simply move and fire.

In ordinary travel or light operation, Power often sits quietly in the background. In battle, in emergencies, or under severe environmental pressure, it becomes much more important. Certain systems are always passive and simply part of the ship's profile. Others must be actively sustained. These are the systems that lean on Power directly. If a system lists an active Power cost, that cost represents the amount

of the ship's available combat strain devoted to keeping that system online for the round.

As a general rule:

- **Passive** systems require no round-by-round Power expenditure
- **Active** systems do
- if the ship tries to sustain more active systems in a round than its Power allows, the crew must either shut something down or accept strain and instability

This gives Power a clear place in play. It answers one of the most important questions a crew faces under pressure:

How much can this ship do at once before it starts to come apart?

That is a useful distinction, because ships should not all feel the same. A light escort, a freighter with a few good upgrades, a destroyer with hard military architecture, and a shard-fed relic hull should all support very different levels of battlefield intensity. Power is what helps make that difference real.

In practical terms, Power is most often consumed by:

- defensive fields
- cloaks and emission masking
- repair drones and damage-control systems
- reactor boosts
- grav anchors
- psionic or shard-linked systems
- quantum displacement systems
- and other advanced support hardware

Basic weapon fire does **not** usually cost Power unless a weapon entry specifically says otherwise. Otherwise, larger ships become burdened with unnecessary bookkeeping and small craft become awkward to run. Power is there to govern what happens when the crew asks the ship to perform above ordinary baseline, not to punish the ship for doing what it was built to do.

A vessel with strong Power support feels deep-chested, confident, and capable of sustaining several advanced actions in the same exchange. A vessel with weak Power support feels leaner, more limited, and more vulnerable to hard choices under stress.

That difference is part of the ship's identity.

· Signature

In a setting of patrol lanes, hidden approaches, ambushes, smugglers, and warships, it matters how obvious a ship is.

Signature measures how visible the vessel is to sensors, patrol sweeps, long-range detection, and passive observation.

Use simple categories:

- **Low**
- **Normal**
- **High**
- **Extreme**

A stealth courier or corvette may have Low Signature. A freighter is often Normal or High. A dreadnought is nearly always Extreme. Signature matters in ambush, blockade running, pursuit, hiding in debris, and false-signal games with decoys and cloaks.

· Hardpoints

Hardpoints answer one important question:

How much major weaponry or heavy system mount can this ship carry before it stops being itself?

A scout with one clean mount does not fight like a corvette. A freighter with hidden teeth should not become a battleship merely because the crew has

enthusiasm and black-market contacts. Hardpoints protect those identities.

Suggested baselines:

- **fighter:** 1–2
- **frigate:** 2–3
- **destroyer / corvette:** 3–4
- **cruiser:** 4–5
- **carrier:** 4–6
- **dreadnought:** 6+

· Systems

If weapons decide how a ship hurts others, systems decide how it survives, cheats, or becomes unforgettable.

This is where ships most clearly stop being generic chassis and become actual campaign objects. Deflector shields, cloaks, auto-target matrices, repair drones, grav anchors, decoys, strange drives, and psionic fields are not merely boxes to tick. They are the ship's habits made mechanical.

Examples:

Deflector Shields

Reduce the next **1d6 damage** from a hit.
May cost active Power this round.

Cloak Field

Makes the ship harder to target for one round.
In practical One-on-One terms, this usually means **−10** or **−20** to enemy attacks depending on conditions.

Auto-Target Matrix

Grants **+10** to relevant **Gunnery** rolls while active.

Reactor Boost

Temporarily increases available Power or allows one additional high-strain system to activate this round.

Repair Drones

Restore **1d6 Hull** per round, up to a limited maximum, while active and functioning.

Psionic Field Generator

Boosts psionic actions, powers, or ship-linked mental systems.

Quantum Displacer

Teleports or displaces the ship one range band or scene-zone under proper conditions.

Shard Drive

Permits unusual, shard-linked, or interdimensional travel. This is more than a combat system and should matter greatly in campaign identity.

Grav Anchor

Prevents involuntary drift, forced displacement, or certain teleportation effects in its area of influence.

Holo-Decoys

Creates false signatures or ghost targets. Typically imposes **−10** to incoming attacks or interferes with target lock attempts.

· Traits

Traits are short descriptors that give the ship personality quickly.

Examples:

- Agile
- Silent Drive
- Troop Bay
- Boarding Claws

- Stealth Plating
- Living Hull
- Smuggler Compartments
- Necro-Cybernetic
- Ancient Frame
- Psionic Choir Node

Traits should be short, useful, and memorable. They are there to help the stat block read like a real vessel rather than a bare framework of numbers.

Example Starship Weapons

Starship weapons should feel like ship weapons.

They should be recognizably heavier in consequence than personal arms, but still obey the same basic logic: each has a damage profile, an effective range, a role, and a personality. A pulse cannon should not feel like a renamed rifle. A particle lance should not be just another number line. A graviton projector, EMP torpedo, or psionic resonator should change how the scene feels before anyone rolls.

Use the following baseline weapon lines.

Pulse Cannons

Gunnery, [Starship, Kinetic], 2d6+2, Medium, Standard

The practical war-lane standard: reliable, repeatable, and common on patrol ships, frigates, escorts, and armed freighters.

Plasma Lances

Gunnery, [Starship, Energy, Armor Piercing], 3d6, Far, Armor Piercing 2

Focused anti-armor ship weapons designed to punish heavier targets and burn through plating.

Graviton Projector

Gunnery, [Starship, Control, Gravity], 2d6+4, Close–Medium, Pull

A gravitic distortion weapon that damages and may drag smaller targets inward.

Pull: on a strong hit or good DoS, the target is forced closer or loses positional control.

Shard Beam Array

Gunnery, [Starship, Energy, Psionic], 3d6+2, Medium–Far, Requires Shard Core

A shard-reactive beam system that demands unusual power architecture and often pairs best with psionically resonant cores.

Missile Pods

Gunnery, [Starship, Explosive, Blast], 3d6, Far, Blast; Reload

Excellent for pressure fire, area denial, and punishing grouped or slow targets.

EMP Torpedo

Gunnery, [Starship, Disable], Special, Far, System Disruption

Rather than ordinary Hull damage, this torpedo disables one ship system on a successful hit unless shielding, hardened systems, or a relevant defense prevents it.

Particle Lance

Gunnery, [Starship, Heavy, Capital], 4d6, Extreme, Heavy Capital Weapon

A heavy anti-ship weapon for destroyers, cruisers, and larger hulls. Overkill in politics. Excellent in war.

Disruptor Turrets

Gunnery, [Starship, Point Defense], 2d6, Close, Anti-Small Craft

A defensive turret battery designed to shred fighters, boarding craft, and other close attackers.

Anti-Small Craft: gain **+10** to hit smaller, faster craft.

Psionic Resonator

Gunnery or Psionic-linked test, [Starship, Psionic, Mental], 3d6 psychic, Medium, Ignores Shields

A deeply unpleasant weapon that attacks crew minds, coherence, or psychic stability rather than conventional hull protection.

Void Mine Array

Gunnery or deployment test, [Starship, Mine, Hazard], 4d6, Deployed, Area Denial

A deployable mine system used to deny movement, force repositioning, or punish pursuit.

Operating Starships

A protagonist pilots, guns, repairs, scans, or commands using the skills they already possess. The ship modifies those efforts through its nature—its Speed, Complexity, damage state, systems, and role—but the player is never asked to leave the familiar language of the game behind.

Piloting

Use **Pilot** for:

- launch
- docking
- evasive patterns
- pursuit
- breaking or widening range
- high-speed course changes
- close orbital work
- emergency stabilization
- threading cluttered or dangerous space

Basic resolution:

Roll d100 ≤ Pilot, modified by:

- Complexity
- weather or void hazard
- damage state
- active systems
- Advantage / Disadvantage
- Destiny, if used in the scene

Gunnery

Use **Gunnery** for:

- firing mounted weapons
- target tracking
- broadside or turret engagement
- missile release
- anti-fighter suppression
- capital weapon discharge

Technical and Tactical Support

Use:

- **Fix It** for repair, rerouting, suppression of failures, damage control
- **Notice**, **Scholar**, or **Computer Mind** for scans, signature reading, route anomalies, tactical data, and strange systems
- **Leadership** and **Strategy** for command coordination, boarding preparation, discipline under fire, and tactical decision-making

The more pressure enters the scene—damage, bad weather, hostile fire, unstable systems, cluttered space, alien controls—the more both the crew's skill and the ship's character begin to matter.

Starships as Characters

A starship is often a character in its own right.

Not in the shallow mechanical sense of assigning it a social score and pretending the matter settled, but in the narrative sense that it acquires identity, memory, habits, failings, scars, and a place in the emotional life of the campaign. Crews know their ships. They know the way a drive starts to sound before trouble. They know which corridor still rattles after a patch job three systems back. They know which gun mount jams in cold vacuum, which cargo clamp sticks, which deck light never behaves properly, and which system requires prayer or profanity before activation.

That matters because a ship is often the longest-lasting constant in a campaign. Jobs change. Ports change. Cargo comes and goes. Factions shift. People die. Worlds are left behind. But the ship, if it survives, carries all of that forward. It becomes the place where those histories continue to exist together.

The rules should support that feeling without overburdening it. A compact stat block, a few memorable systems, a distinct Complexity, some traits, scars, and reputation are enough to let the rest happen naturally in play.

Once that is in place, the Director does not need to force the ship into becoming important.

The campaign will do it for them.

Complexity Beyond Starships

Some advanced, alien, relic, military, or unusually specialized technology is difficult to operate correctly even for trained users. When a vehicle, ship, weapon, armor, tool, or system has a **Complexity** rating, apply that modifier to the most relevant operation test.

- **+10** very intuitive or smart-assisted
- **+0** ordinary trained use
- **−10** difficult
- **−20** highly difficult, alien, or system-dense
- **−30** extreme, relic, dangerous, or only partly understood

Complexity never replaces the correct skill. It modifies it.

11.a Starship Combat

Starship combat in **Beyond the Milky Way** should feel sharp, tense, and dangerous.

It should never read like two piles of numbers grinding each other down in empty space. There are people inside these hulls. They are making decisions under pressure. The pilot is trying to keep the ship alive. The gunners are looking for clean firing windows. The engineer is deciding what system gets power and what system goes dark. The captain is choosing whether to close, break away, board, hold, or risk one more exchange. A battle should feel like that.

The point of starship combat is not to bury the table in technical procedure. It is to let ships pursue, trap, cripple, outmaneuver, and survive one another while staying connected to the crew aboard them. A ship battle may be a duel, a pursuit, a failed interception, a boarding action, a convoy defense, a pirate strike, or a desperate attempt to reach jump range before something heavier cuts the ship in half. The rules should be able to carry all of those without becoming cumbersome.

That is the principle of this section: clear structure, real choices, and room for the ship to matter without replacing the people inside it.

The Shape of a Battle

A ship battle is rarely just a question of who shoots first.

It is a question of position, control, discipline, timing, and nerve. One crew may be trying to close for boarding. Another may be buying time for repairs. One may want to cripple drives without destroying valuable cargo. Another may be trying to outrun a stronger enemy long enough to reach safer space. A stealth ship may only need one pass. A patrol ship may want surrender more than wreckage. A raider may want to frighten first and destroy only if forced.

That is why a useful ship battle is made of choices:

- evade or hold a firing line
- fire now or wait for a better solution
- spend power on defense or aggression
- close range or widen it
- commit to boarding or stay outside kill range
- protect the ship or protect the mission

Those choices are what make the battle feel alive.

The Crew Matters

A ship does not fight by itself.

Even a fine warship becomes clumsy in poor hands. A patched freighter can survive much longer than it should if the crew is disciplined, steady, and used to working together.

Different people matter in different ways:

- the **pilot** controls position, survival, and range
- the **gunner** turns opportunity into damage
- the **engineer** or **tech** keeps the ship functioning when the systems would rather fail
- the **captain** or command officer decides what kind of fight this is
- a **sensor officer** reads the field clearly enough for everyone else to act
- a **mage** or psionic specialist may complicate matters further in the right sort of battle

This is one of the strengths of starship combat in this setting. Even at larger scale, the fight still comes down to people making skill-driven decisions inside a stressed machine.

Range and Space

Starship combat in this setting is best handled through broad range bands and scene geography rather than rigid map simulation. The purpose is not to measure exact kilometers in vacuum. The purpose is to understand whether the ships are:

- too close to evade cleanly
- maneuvering for advantage
- holding distance for heavy fire
- trying to break away
- closing to board
- or operating at ranges where detection and commitment matter more than raw turning

If the battle needs a tactical image, the range bands that starship weaponry use are:

Close — near-contact ship fighting, boarding pressure, tight pursuit, and ugly short-range exchanges where ships are almost on top of each other.

- **Medium** — the standard band for most ordinary ship-to-ship combat; close enough for regular battery fire, far enough that maneuver still matters.
- **Far** — long-range engagement where pursuit, interception, missile fire, and stronger gunnery doctrine begin to matter more.
- **Extreme** — the outer edge of meaningful ship combat; used for capital weapons, long-lane attacks, and specialist systems meant to strike before most ships can answer.

Speed in Combat

A ship's **Speed** should matter in battle, not just in travel profiles.

Speed is not only a measure of how quickly a ship moves through open space. In combat, it reflects how forcefully the ship can change position, seize distance, refuse distance, or slip out of a bad line before the enemy can finish exploiting it. Faster ships should feel harder to pin down. Slower ships should feel more dependent on armor, range, and planning.

When two ships directly contest position—trying to close, widen range, break away, intercept, or deny boarding—the faster ship gains an edge.

As a general rule:

- if one ship's Speed is **1–2 higher**, it gains **+10**
- if one ship's Speed is **3 or more higher**, it gains **+20**

This modifier applies to opposed **Pilot** tests where movement and range control are the heart of the action.

Speed can also matter when a ship is actively evading. A significantly faster ship that is maneuvering hard is more difficult to line up cleanly. In those cases, the attacker may suffer the same penalty:

- **−10** if the target's Speed is **1–2 higher**
- **−20** if the target's Speed is **3 or more higher**

This should not apply automatically in every exchange. It matters when the target is actually using that speed to stay difficult.

Power in Combat

In battle, **Power** becomes the ship's strain limit.

It answers a simple question: how many demanding systems can this ship sustain at once before it begins to overload itself?

Basic weapon fire does **not** usually cost Power. A ship should not be punished for firing the guns it was built to carry unless a specific weapon entry says otherwise. Power is instead spent on the systems that make a ship more dangerous, more survivable, or more difficult to kill.

A system may be:

- **Passive**, requiring no round-by-round Power
- **Active: 1 Power**

- **Active: 2 Power**
- or something stranger if its own entry says so

Examples:

- **Deflector Shields** — Active: 1 Power
- **Cloak Field** — Active: 2 Power
- **Repair Drones** — Active: 1 Power
- **Reactor Boost** — Active: 1 Power
- **Psionic Field Generator** — Active: 2 Power
- **Quantum Displacer** — Active: 2 Power
- **Grav Anchor** — Active: 1 Power
- **Shard Beam Array** — maybe 1 Power if you want it to feel demanding, especially on smaller ships

A ship may sustain active systems up to its listed **Power** rating in a round without trouble.

If the crew tries to sustain more active systems than the ship's Power allows, it must make a choice:

- shut something down
- or force the issue and accept strain

For each point of Power exceeded, the Director may apply one of the following:

- **−10** to one relevant system action
- or **1d6 Hull strain** if the overload is especially reckless or unstable

This keeps Power meaningful without making it cumbersome. It also gives the crew a reason to care about what is running and why.

Scholar in Combat

Scholar does have a place in ship combat, but it is a narrow one.

It is not a substitute for piloting, gunnery, or engineering. It should only appear when the battle involves systems, phenomena, or conditions that must be understood before they can be managed.

Scholar is appropriate for:

- alien or relic ship systems
- shard technology behaving unpredictably
- Verge phenomena interfering with battle
- identifying an ancient weapon signature or system architecture
- recognizing the weak point in an unfamiliar enemy system from scan data
- understanding a strange failure before the engineer acts
- supporting power redirection when the problem is conceptual rather than mechanical

For ordinary technical battlefield work, use **Fix It** or **Computer Mind**. Use **Scholar** only when knowledge itself is part of survival.

Attacks and Weapon Stations

A ship does **not** automatically fire every weapon it carries.

This is important. Without a clear limit, heavily armed ships become absurd and small craft lose their distinctive feel. The practical rule is simple:

A starship may make **one attack per round for each distinct weapon station that is actively crewed and able to fire**.

That means attack output depends on:

- how many weapon stations the ship has
- how many of them are actually manned
- whether those weapons have valid firing arcs
- whether the systems are functioning
- whether the crew can coordinate the fire

Single-Pilot Ships

A one-seat fighter or interceptor usually makes **one attack per round**.

The pilot is already flying, aligning, and firing. Even if the craft carries more than one weapon system, the pilot normally chooses which one to use.

If two weapons are mounted as a **linked battery**, they count as **one attack** and use one attack roll.

A light fighter with **Twin Pulse Cannons** and a **Light Missile Rack** does not normally fire both in the same round. The pilot chooses:

- pulse cannons
- or missile rack

Multi-Crew Ships

Larger ships can fire more weapons in a round, but only if they have the crew to do it.

A ship with:

- one pilot
- two gunners
- three separate weapon stations

may make **up to two attacks** if the pilot is occupied flying and the two gunners are each on a live weapon station.

If another crew member is free to man a third weapon, and the arc and systems allow it, the ship may make **up to three attacks**.

In short:

- one crewed weapon station = one attack
- linked weapons = one attack
- uncrewed weapons do not fire unless a special system explicitly allows it

This keeps ship combat readable and preserves the importance of crew.

Common Starship Combat Maneuvers

These are not rare stunts. They are the practical choices made by crews who want to survive.

Evasive Pattern

Pilot test

On success, the ship gains a defensive edge until next round. In practice, this usually means:

- **+10 Defense**
  or
- attackers suffer **−10** to hit the ship until next round

If the ship is also significantly faster than its opponent, its Speed advantage may deepen the problem for the attacker as described above.

Target Lock

Notice or **Gunnery test**

On success:

- gain **+10** to the next attack against the locked target

This may represent cleaner sensor work, a better firing solution, or simply the gun crew finally getting the line they needed.

Power Redirection

Usually **Fix It** or **Computer Mind**. Use **Scholar** only when the ship's systems or the battle conditions are unusually strange.

On success, the crew may:

- shift Power to another system
- restore one temporarily suppressed system
- energize a dormant system for the round
- support shields, weapons, movement, or another high-strain function as needed

Boarding Run

Only possible at **Close** range.

Usually requires:

- a successful **Pilot** approach

- then an opposed test using some mix of **Pilot**, **Leadership**, **Strategy**, or the boarding resolution for the scene

Ramming Speed

A difficult **Pilot** test, usually heavily penalized.

On success, both ships take major damage, though Speed, angle, scale, and Degree of Success may determine which one suffers more.

11b. Starship Combat Turn Sequence

The structure below keeps the fight moving.

1. Establish the Situation

At the start of the round, the Director briefly confirms:

- current range band
- major hazards
- which ships are damaged, strained, or crippled
- whether any effects remain active from the previous round

This should be brief and visual, not technical.

2. Declare Intent

Each ship or major acting crew decides what it is trying to do this round.

Common choices include:

- fire weapons
- perform an evasive pattern
- gain target lock
- redirect power
- repair damage
- deploy mines
- board
- disengage
- hold position
- activate a special system

A ship may do multiple things only if the fiction and crew roles support it. In most cases, different crew members handle different tasks.

3. Resolve Control and Positioning

If position matters, resolve the pilot's action first.

Usually this is a **Pilot** test modified by:

- the ship's **Complexity**
- Speed differences
- damage state
- hazards
- active systems
- situational Advantage or Disadvantage

Use this step for:

- evasive patterns
- closing range
- widening range
- pursuit
- escape
- approach for boarding
- difficult movement in clutter or dangerous space

If two ships are directly contesting position, use an opposed test:

- both roll relevant **Pilot**
- success beats failure
- if both succeed, compare **DoS**
- if both fail, lower **DoF** gets a **Lesser Win**

That keeps pursuit, interception, and evasive maneuvering inside normal One-on-One resolution.

4. Resolve Targeting and Support Actions

After movement and position, resolve actions such as:

- **Target Lock**
- **Power Redirection**
- **Sensor Sweep**
- **Shield Activation**
- **System Boost**

- **Repair Attempt**
- **Psionic or magical ship support**, if present

These are usually handled with:

- **Notice**
- **Gunnery**
- **Fix It**
- **Scholar**
- **Computer Mind**
- **Leadership**
- **Strategy**
- or another clearly appropriate skill

Successful support actions usually create a concrete bonus, such as:

- **+10** to the next attack
- restoring **1d6 Hull**
- reducing damage from the next hit
- reactivating a disabled system
- shifting Power to the system that matters most

5. Resolve Attacks

Each attacking weapon is then resolved.

Most ship weapons use:

Gunnery

Roll:

d100 ≤ modified Gunnery

Apply:

- ship systems
- target size or scale if relevant
- range
- active enemy evasion
- target lock
- damage state
- weapon traits
- environmental interference
- Advantage / Disadvantage
- Destiny, if relevant and allowed in ship scenes

If the attack succeeds:

- calculate **Degree of Success**
- apply the standard **Edge** bonus from the attack's DoS
- roll weapon damage
- add the attack's **Edge** bonus to damage
- subtract target **DR**
- apply the remainder to **Hull**
- then check whether the damage threshold changes the ship's condition

This keeps starship combat aligned with standard One-on-One combat procedure. A cleaner hit should produce a more dangerous hit.

A critical success on an attack roll should be handled the same way as other combat criticals unless a specific ship rule says otherwise. In most cases, doubling the weapon's damage dice works well for dramatic ship fire. The normal **Edge** bonus from Degree of Success should still apply unless a specific weapon or effect states otherwise.

6. Apply Damage State Effects

If a ship falls to:

- half Hull or below
- one-quarter Hull or below
- zero Hull

apply the appropriate state immediately.

This may mean:

- **−10** or **−20** to future control tests
- reduced Speed
- a disabled system
- a dead weapon mount
- atmosphere loss

- reactor instability
- loss of pursuit capacity
- emergency damage-control scenes

The Director should choose results that fit the ship, the hit location, and the style of battle.

7. Resolve Boarding, Ramming, or Special Consequences

If the ships are at the right range and someone declared:

- a **Boarding Run**
- **Ramming Speed**
- mine deployment
- teleport displacement
- psionic resonance attack
- or another unusual action

resolve it now.

These usually involve:

- a successful positioning step first
- then a second skill or opposed roll

For example:

Boarding Run

Usually requires:

- successful close approach by **Pilot**
- then an opposed boarding resolution using some mix of **Leadership**, **Strategy**, **Gunnery**, or direct boarding combat depending on how detailed the scene becomes

Ramming Speed

Usually requires:

- a difficult **Pilot** test
- often opposed by enemy pilot reaction if there is room to evade
- on success, both ships take heavy damage, modified by scale, Speed, and circumstance

8. End of Round

At the end of the round:

- note lingering system effects
- mark repairs in progress
- end one-round bonuses or penalties if appropriate
- confirm new range and ship status
- begin the next round

Simple Starship Combat Summary

If you want the shortest usable procedure:

Each Round:

1. **Set the scene** — range, damage, hazards
2. **Declare actions** — fly, fire, repair, evade, board, lock, redirect
3. **Resolve piloting first** if position matters
4. **Resolve support actions** — lock, shields, repairs, power, scans
5. **Resolve attacks**
6. **Apply damage and damage states**
7. **Resolve special actions** — boarding, ramming, mines, weird systems
8. **Reset the round**

That is the whole structure.

Director Guidance

A few principles keep starship combat strong:

Do not over-roll

One good pilot contest is usually better than three small ones. One meaningful repair roll is better than

five tiny engineering checks. Use rolls where outcome matters.

Let ships feel different

Use Complexity, traits, systems, and damage state consequences to make each ship distinct.

Keep the crew visible

If a fight turns into nothing but ship-to-ship arithmetic, bring it back to the people: the gunner sweating the shot, the pilot forcing a line, the tech crawling through heat, the captain making the bad call that must still be made.

Use consequences, not just subtraction

A ship hit should not always only lose Hull. It may lose confidence, angle, systems, position, stealth, cargo integrity, or the chance to disengage cleanly.

Let victory mean more than destruction

A ship battle may end with surrender, escape, crippling damage, forced docking, boarding, capture, mission success, or a narrow mutual withdrawal. Total destruction should be only one ending among many.

Example of Starship Combat

The Nomad's Grace vs. the Corsair Drift Serpent

The following example shows a single round of starship combat in **Beyond the Milky Way** using the procedures described above. It is written as a play example, but also demonstrates the order of operations clearly enough that a Director can use it as a model at the table.

For this example, the protagonists are aboard the **Dunestrider Nomad's Grace**, a frontier freighter with a defensive refit. They are being intercepted by a **Corsair Drift Serpent**, a pirate raider built for ambush, boarding, and quick violence. The pirate ship has already broken stealth and is trying to cripple the freighter before it can make a clean escape.

The range at the beginning of the round is **Far**.

The Director has already established the following:

- the **Nomad's Grace** is still healthy, but under pressure
- the **Drift Serpent** has initiative in the encounter narrative because it chose the ambush point
- both ships have line of fire
- the freighter's crew wants to survive, open distance, and possibly jump
- the pirates want to damage the freighter's mobility and force a surrender or boarding action

This is not yet a battle to the death. It is a struggle for control of the situation.

The Ships Involved

Dunestrider Nomad's Grace

- **Hull:** 55
- **DR:** 2
- **Speed:** 5
- **Complexity:** −10
- **Power:** 6
- **Systems:** Survey Sensor Suite, Emergency Seal Foam Grid, Cargo Stasis Hold
- **Weapons:** Pulse Cannons, Missile Pods

The freighter is not elegant, but it is sturdy enough to matter. It is not built for war, but it can defend itself if handled well.

Corsair Drift Serpent

- **Hull:** 50
- **DR:** 2
- **Speed:** 7
- **Complexity:** −10
- **Power:** 6
- **Systems:** Cloak Field, Grav Claws, Smuggler Compartments
- **Weapons:** Disruptor Turrets, Plasma Lances

The pirate raider is faster, more aggressive, and more comfortable in a fight. It wants to stay in control of the engagement and force the range toward boarding distance.

Step 1: Establish the Situation

The Director begins the round by restating the immediate tactical truth:

"The ships are at **Far** range. The Drift Serpent is bearing in from the freighter's port quarter after the ambush break. The Nomad's Grace has a firing solution, but the pirate ship is moving fast and looks ready to close. No active defensive systems are up yet. No one has taken Hull damage this round."

That is enough.

The Director does **not** pause to over-explain every angle in mathematical detail. The scene is clear:

- one ship is predatory
- one ship is trying not to die
- range still matters
- positioning will matter first

Step 2: Declare Intent

The protagonists declare what they want the **Nomad's Grace** to do this round.

The captain decides:

- the pilot will attempt an **Evasive Pattern**
- the gunner will try to **fire Pulse Cannons**
- the engineer will prepare **Power Redirection** if something goes wrong next round, but for now is monitoring damage

The pirate ship's intent is simpler:

- close aggressively
- gain positional pressure
- fire **Plasma Lances**
- keep the freighter from getting a clean escape window

Now the round has shape.

Step 3: Resolve Control and Positioning

Because position matters, piloting is resolved first.

The protagonist pilot aboard the **Nomad's Grace** has:

- **Pilot 58%**

The freighter's **Complexity** is **−10**, because it is a heavier civilian hull and not especially nimble.

The Director also rules that:

- the pilot is under combat pressure: no extra penalty beyond the scene itself
- attempting an **Evasive Pattern** is valid at this range
- the pirate ship's higher Speed means holding stable defense will take real skill

So the pilot rolls against:

Pilot 58 − 10 = 48%

The player rolls:

31

This is a success.

The freighter's **Degree of Success** is:

48 − 31 = 17 DoS

That is a strong success.

The pirate pilot is not making a full opposed evasive contest here; instead, the Drift Serpent is pressing the attack. The Director rules the freighter's successful evasive action gives:

−10 to incoming attacks against the Nomad's Grace until next round

Because the DoS was strong, the Director also allows a small narrative benefit:
the freighter's evasive line shifts its profile enough that the pirate ship does not get a clean ideal firing pass.

The pirate captain is annoyed. That is correct.

Step 4: Resolve Support Actions

No major target lock was declared by the freighter this round, and no shield system is being activated, so this step is light on the protagonists' side.

The pirate ship, however, has a more attack-focused crew. The Director decides the pirate gunnery team effectively operates under practiced pressure and does not need a separate lock roll here; their effort is folded into the attack.

At some tables, you might call for a **Target Lock** action here first, especially for long-range or capital engagements. In this example, the Director keeps the round moving by going straight to fire.

That is a good reminder: starship combat should remain readable. Do not force extra rolls when the scene already knows what is happening.

Step 5: Resolve Attacks

The Nomad's Grace Fires Pulse Cannons

The freighter's gunner has:

- **Gunnery 52%**

The Director applies:

- no ship Complexity penalty to Gunnery itself unless a specific ship trait says so
- no target lock bonus
- the pirate ship is faster and maneuvering, so **−10**
- range is still acceptable for Pulse Cannons at **Far**, so no extra penalty

Final attack chance:

52 − 10 = 42%

The player rolls:

44

Miss.

The shot goes wide.

The Director narrates:
"The freighter's cannons fire, but the pirate raider is already sliding laterally through the engagement vector, and the burst flashes past its stern without biting."

This is a simple failure. No further complication is needed.

The Drift Serpent Fires Plasma Lances

The pirate gunner has:

- **Gunnery 61%**

The Director applies:

- no special bonus
- the pirate ship is attacking with a weapon that works well at this range
- but the freighter's successful **Evasive Pattern** imposes **−10**

Final attack chance:

61 − 10 = 51%

The Director rolls for the pirate gunner:

28

That is a success.

Degree of Success:

51 − 28 = 23 DoS

A very strong hit.

Now damage is rolled.

The **Plasma Lances** inflict:

3d6

The Director rolls:

5, 4, 6 = 15 damage

The **Nomad's Grace** has **DR 2**, so reduce the damage:

15 − 2 = 13 Hull damage

The freighter drops from:

55 Hull → 42 Hull

That is a serious hit, but not yet below half Hull.

The ship remains **Healthy**, though badly rattled.

The Director narrates:
"The lance strikes across the freighter's flank in a wash of white-blue heat. Armor plating chars and peels, warning lights stack across two decks, and the whole ship shudders hard enough to throw unsecured cargo against its restraints."

The numbers matter.
So does the image.

Step 6: Apply Damage State Effects

The **Nomad's Grace** is still above half Hull.

So:

- no Strained penalty yet
- no system loss yet
- no Speed penalty yet

However, because the hit was heavy and the DoS was strong, the Director adds a fiction-facing consequence without creating a full damage-state effect:

"Your port-side cargo corridor is showing heat bloom and local pressure risk. It's not a Hull-state penalty yet, but if you take another hit like that, damage control becomes urgent."

This is a good example of using the fiction to build pressure before the thresholds force a mechanical consequence.

Step 7: Resolve Special Actions

No boarding occurs this round because the ships remain at **Far** range.

No mines are deployed.
No ramming attempt is made.
No special psionic or magical systems are triggered here.

So the round moves on.

Step 8: End of Round

The Director summarizes the new state of the battle:

- Range remains effectively **Far**, though the Drift Serpent is angling to close
- **Nomad's Grace** has taken **13 Hull damage**, dropping to **42**
- the freighter is still operational, but the pirates have proved they can hit hard
- the protagonists now know that another clean plasma hit could push the ship into **Strained**
- next round, the crew must decide whether to:
    - keep evading

- try missile pressure
- redirect power
- attempt escape
- or prepare for worse

That ends the round.

This round is mechanically simple, but it already produces real tactical and narrative movement.

What happened?

- The freighter pilot succeeded and made the ship harder to hit
- The freighter gunner missed
- The pirate gunner landed a strong shot anyway
- Damage mattered
- The ship's condition changed emotionally, even if not yet by threshold
- The next round now has tension

That is exactly what starship combat should do.

It should not need six pages of sub-phases to create drama.
It should produce drama because the decisions mattered and the results changed the shape of the scene.

Optional Second-Round Direction

If this continued into the next round, likely choices might be:

For the protagonists

- **Power Redirection** to favor engines or defensive systems
- fire **Missile Pods** to pressure the pirate ship
- attempt to widen range or break line
- begin preparing escape or jump conditions
- dispatch damage control

For the pirates

- continue pressure fire
- close toward **Near** range
- prepare for **Boarding Run**
- use cloak or grav-claw tactics if they can dominate the angle

That is how a battle develops naturally:
one round gives the next round its emotional and tactical shape.

Ultra-Short Mechanical Breakdown of the Example

For quick reference, here is the same round reduced to mechanics only:

Nomad's Grace

- Pilot 58
- Evasive Pattern with Complexity −10 = target 48
- Roll 31 = success
- DoS 17
- Effect: incoming attacks suffer −10 until next round

Nomad's Grace Gunnery

- Gunnery 52
- Target is maneuvering = −10
- Final target 42
- Roll 44 = miss

Drift Serpent Gunnery

- Gunnery 61
- Freighter evasive pattern = −10
- Final target 51
- Roll 28 = success

- DoS 23
- Damage 3d6 = 15
- Freighter DR 2 reduces to 13
- Hull 55 → 42

That is the whole round.

Damage States

A ship should not go from perfect to destroyed in a single abstract leap unless the fiction clearly demands catastrophe. Ships are most interesting when they can be wounded. A limping drive, a buckled hull plate, flickering shields, alarms stacked three deep, a bridge full of bitter light and shouted ranges—those are the moments that make ship combat feel earned.

Use the following thresholds:

Healthy

Above half Hull.
No penalty.

Strained

At half Hull or below.
The ship suffers:

- **−10** to relevant control tests
  or
- one minor system fault, Director's choice

Crippled

At one-quarter Hull or below.
The ship suffers:

- **−20** to relevant control tests
- reduced Speed
- one weapon, system, or subsystem offline
- obvious narrative impairment

Disabled

At 0 Hull.
The ship is out of action:

- drifting
- dead in power
- venting
- unable to maneuver
- combat ineffective
- forced to surrender, crash, or await tow depending on the fiction

Catastrophic

If damage greatly exceeds 0 Hull, or the fictional circumstances are severe enough:

- reactor breach
- structural breakup
- explosion
- fragmentation
- uncontrolled atmospheric burn
- crew compartment collapse

Use these states to create story, not just subtraction.

Repairs

A starship chapter without repair language feels dishonest.

Ships break. They always break. The only real questions are when, how badly, and whether the people aboard know enough to force one more hour of life out of them. That is why repairs matter not only as bookkeeping, but as story. A repair scene can

be calm workshop labor, ugly field improvisation, emergency hull patching, argument over a failing relay, or a crew holding the ship together under fire by skill and profanity alone.

Repairs remain tied to ordinary play.

Field Repairs

Use **Fix It** under whatever conditions apply.

Common modifiers:

- **+10** with proper tools and calm time
- **−10** in the field, under threat, or with partial access
- **−20** in combat, vacuum, fire, or severe instability

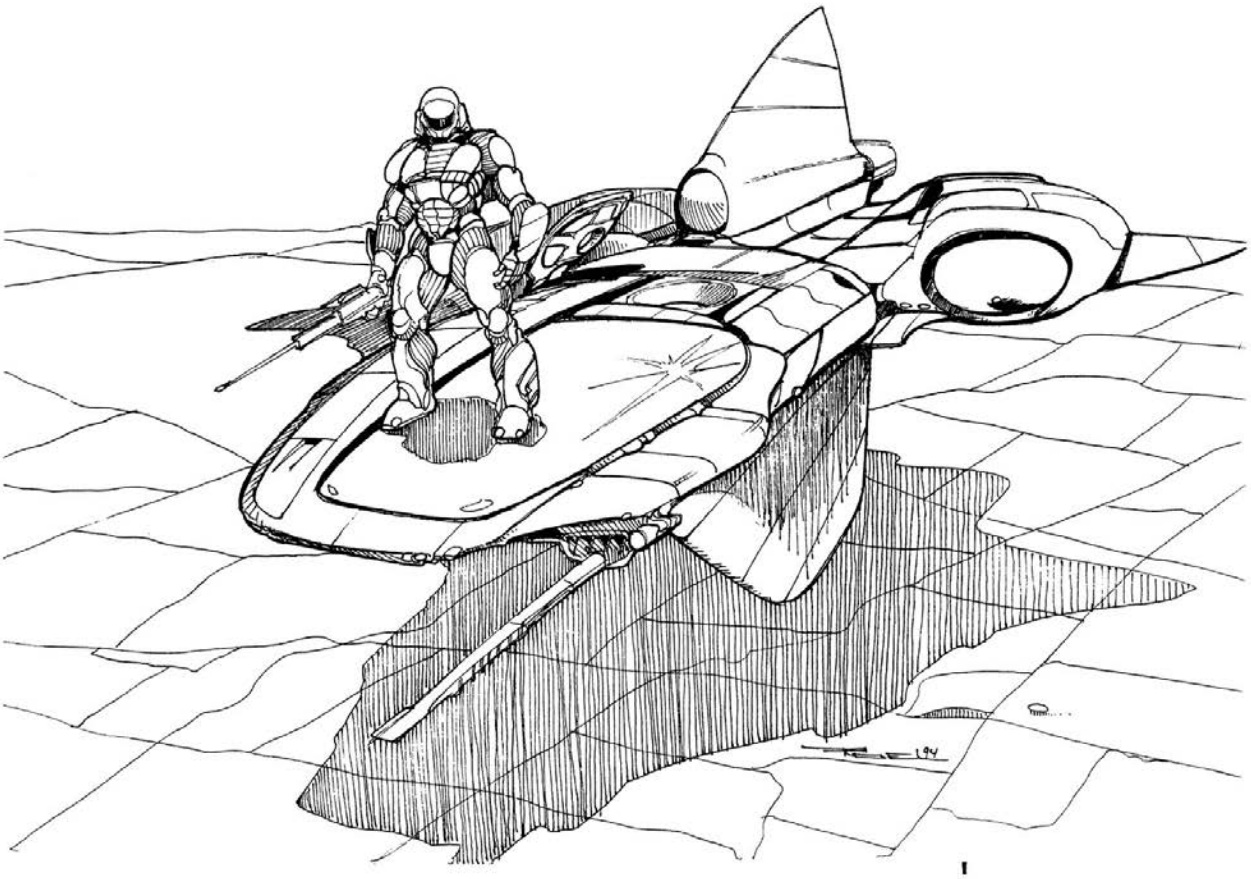
On success, a repair attempt may:

- restore a modest amount of Hull
- restore one disabled system
- suppress one malfunction
- stabilize the ship for continued use

A good baseline is:

1d6 Hull restored for a successful emergency repair

Better facilities or stronger systems may improve this. The goal is to let repair scenes matter without becoming a technical mini-game.



Chapter Twelve: Vehicles

In **Beyond the Milky Way**, movement is never just movement.

The road, the dust-run, the convoy lane, the canyon drop, the city chase, the bad-weather crossing, the checkpoint approach, the mining haul, the smuggler's detour through a dry wash, the grav-surge over a broken ridge, the long crawl back to safety with one warning light refusing to go dark—these are all part of daily life for the people worth following. A protagonist may carry a pistol, a ward token, a forged permit, or enough nerve to survive a bad room, but if the engine fails three hundred miles from shelter, or the crawler breaks an axle halfway across white-sand desert, none of that matters for very long.

They are how people survive distance, weather, law, war, trade, exile, labor, rescue, and ambition on the surface of worlds that do not care whether anyone reaches the far side alive.

At the same time, this setting does not need a second game hidden inside the first. The purpose of this chapter is not to build a separate driving simulator with its own private language. It is to let vehicles live inside the same logic as the rest of the **One-on-One RPG** system: clear skill use, meaningful modifiers, readable durability, practical consequences, and enough distinctiveness that one machine never feels exactly like another.

Ground vehicles should feel practical, dangerous, and situational.
Grav vehicles should feel responsive, swift, or unnervingly unstable.
Walkers should feel stubborn, purposeful, and hard to ignore.
Aircraft and gunships should feel like risk made mechanical.

A good vehicle is not just a tool. It is a statement about the life that requires it.

A sand-runner built for Prism tells a different story from a riot crawler in a Terran warren. A mining hauler from Thanus feels different from a fast Asgardian war sled, even before either one moves. A luxury grav-limo on Sanctuary and a raider buggy on Scourge may both be machines with hull and engines, but they do not belong to the same moral world. One suggests contracts, wealth, and political insulation. The other suggests bad roads, stolen fuel, and decisions made too quickly because the shooting had already started.

The Core Principle

Vehicles extend the protagonists' abilities. They do not replace them.

A machine may be fast, armored, well-armed, beautifully balanced, overbuilt, relic-touched, or packed with systems no ordinary civilian driver could operate correctly, but someone still has to control it. A good driver in a mediocre vehicle is often more dangerous than a fool in an expensive one. A calm pilot can bring a battered skimmer farther than a panicked one can bring a pristine one. A gunner still has to hit. A mechanic still has to diagnose. A crew chief still has to choose whether to push through bad terrain or turn back while that remains possible.

That is why vehicles in **Beyond the Milky Way** use the same core resolution language as the rest of the setting.

When a character must:

- drive
- corner
- pursue
- break away

- skim difficult terrain
- fly low through bad weather
- fire a mounted weapon
- stabilize a damaged engine
- repair a vehicle in the field
- force a machine past what it was meant to handle

the Director calls for the appropriate existing skill.

Most often, these are:

- **Drive** for wheeled, tracked, or ordinary surface vehicles
- **Pilot** for grav vehicles, flyers, gunships, and skimmers with true flight-like handling
- **Gunnery** for mounted weapons
- **Fix It** for repairs and emergency mechanical work
- **Notice** for terrain reading, collision warning, spotting threats, and split-second environmental awareness
- **Strategy** and **Leadership** when command and convoy action matter
- **Security**, **Scholar**, **Research**, or **Computer Mind** where access systems, vehicle logic, route systems, or unusual interfaces matter

Then the vehicle modifies that test through its own stat profile.

So the structure remains familiar:

Roll d100 ≤ modified skill

If the test succeeds, the action succeeds.
If it fails, the action fails.
If the margin matters, use **Degree of Success** or **Degree of Failure** as usual.

That means a dust chase, a convoy break, a canyon run, a grav-bike pursuit, or a damaged crawler trying to reach shelter in a storm should all still feel like **One-on-One** play, not a different rules engine dropped on top of it.

Vehicle Stat Blocks

A good vehicle entry should tell you three things at a glance:

what the machine can endure,
what the machine can do,
and what it feels like to operate.

That is the purpose of the vehicle stat block. A vehicle does not need pages of engineering detail to feel real. It needs a usable skeleton: a few key numbers, a role, a little personality in systems and traits, and enough structure that a Director can put it into a scene immediately.

The standard vehicle stat block is as follows:

Name
Type: ground / grav / aerial / walker / skimmer / gunship
Scale: light / medium / heavy
Crew: minimum and standard effective crew
Frame: structural durability
DR: armor or damage reduction
Speed: movement and chase performance
Complexity: modifier to operate because of size, controls, terrain response, systems density, or unusual handling
Power: onboard output class and systems support
Hardpoints: number of major weapon mounts
Systems: built-in systems and active hardware
Traits: short descriptors and special rules
Capacity: passengers, cargo, troops, towing, or utility role

Mounted weapons are then listed in the same weapon-line format used elsewhere in the setting.

This format should read quickly. A player should be able to look at a bike, crawler, APC, gunship, or civilian grav-car and understand whether it is nimble or stubborn, fragile or overbuilt, refined or frontier-

made, simple to operate or difficult enough to demand real skill. That is enough to make it playable.

Reading the Stats

The numbers used for vehicles are meant to answer practical questions.

How much punishment can it take?
How hard is it to drive well?
How fast can it seize, keep, or lose position?
How heavily can it be armed?
What does it reveal about the people or culture that built it?

These numbers are not there to flatten the fiction. They are there to support it.

A sealed crawler built to outlast a storm should not feel like a road racer. A war skiff should not feel like a luxury grav-car. A gun buggy should not be mistaken for a convoy hauler just because the two share a Speed value. The statistics are meant to be read in motion and in context.

Frame

Frame is the vehicle's body.

It is the sum of frame strength, plating, structural integrity, engine resilience, suspension or grav-housing toughness, exposed systems protection, and all the practical reasons the machine remains one object after taking violence. When frame is high, a vehicle feels stout, overbuilt, or difficult to cripple cleanly. When frame is low, speed and agility often compensate—but only until something lands properly.

The most important thing about frame is that it lets damage accumulate meaningfully. A vehicle should be able to limp, groan, smoke, skid, overheat, or hold together just long enough to make the scene interesting. A machine that can only be perfect or destroyed does not feel like it belongs on the roads and badlands of this setting.

Suggested vehicle baselines:

- **light racer, bike, courier skimmer:** 15–25 Frame
- **buggy, scout transport, field truck:** 25–40 Frame
- **armored carrier, gun platform, heavy hauler:** 40–70 Frame
- **siege vehicle, super-heavy crawler, fortified transport:** 70–100+ Frame

DR

If Frame is the body, **DR** is the part that refuses to let that body be hurt so easily.

Damage Reduction represents armor plating, reinforced structure, heavy casing, energy baffling, shock-diffusion layers, or whatever other protective engineering turns a clean hit into something less severe before it reaches deeper systems. It behaves just like the rest of the game's protective logic, which keeps it legible. Heavy things feel heavy. Armored things feel armored. Civilian vehicles feel more vulnerable than military ones.

Suggested baselines:

- **light civilian vehicle:** DR 1
- **rugged field vehicle or standard military light craft:** DR 2
- **armored combat vehicle:** DR 3
- **very heavy war-grade chassis:** DR 4+

Speed

Speed is not only how fast a vehicle moves. It is how forcefully it changes the shape of a scene.

A fast machine reaches the gap first, escapes the kill-zone sooner, takes a ridge-line before the enemy can react, or outruns weather that would have killed slower people. In a setting full of convoys, checkpoints, patrols, wastelands, dust storms, canyon roads, and urban pursuit lanes, Speed is a

tactical truth. It matters whenever distance becomes danger.

Suggested reading:

- **3–4:** slow, heavy, cumbersome
- **5–6:** standard practical movement
- **7–8:** fast military or pursuit grade
- **9–10:** elite racer or exceptional interceptor

Complexity

Complexity is where character enters the controls.

Some vehicles are intuitive. Some are merely professional-grade. Some are awkward, oversized, relic-touched, over-armed, badly balanced, or built with systems that clearly assumed a different kind of driver than the one currently risking their life inside them. Complexity is a flat modifier applied to **Drive** or **Pilot** tests depending on the type of machine. It represents control difficulty, mass, instability, odd response, alien architecture, system density, or plain old mechanical stubbornness.

Suggested bands:

- **+10** — unusually intuitive, responsive, or smart-assisted
- **+0** — ordinary trained operation
- **−10** — heavy, specialized, or difficult
- **−20** — highly difficult, alien, or system-dense
- **−30** — extreme, relic-grade, dangerous, or only partly understood

This is one of the most useful mechanical languages in the setting because it lets a civilian grav-sedan, a military walker, a scavenger buggy, and a half-understood relic skimmer all feel different without needing a second driving subsystem.

Power

Power is the vehicle's capacity to do more than merely move.

For vehicles, Power is a smaller-scale measure than it is for ships, but it still matters. It measures output, systems support, strain tolerance, and how much advanced hardware the machine can sustain at once. A simple road vehicle does not need much. A grav tank, gunship, or heavily modified skimmer may need far more. Power is also useful for upgrades later, since it tells you what kind of systems a chassis can realistically support.

Suggested scale for vehicles:

- **1** — basic civilian or utility machine
- **2** — stronger field-grade or militarized vehicle
- **3** — advanced or heavily modified combat vehicle

Hardpoints

Hardpoints answer a simple question:

How much heavy hardware can this chassis carry before it stops being itself?

A grav bike with one clean mount does not fight like an APC. A scout buggy should not become a mobile fortress simply because someone has access to bad ideas and good welding tools. Hardpoints preserve vehicle identity and make modification choices meaningful.

Suggested baselines:

- **light vehicle:** 0–1
- **combat buggy / skiff / grav bike:** 1
- **APC / gun vehicle / gunship:** 2–3

Systems

Systems are what lift a vehicle from "transport" into "that one with the sealed cab and riot cage," or "the skimmer with the overclocked grav vanes," or "the crawler whose engine starts only if you insult it correctly."

Systems may be:

- always active
- activated when needed
- limited-use
- vulnerable to damage
- upgradeable

They define role, doctrine, and personality.

Traits

Traits are short descriptors that tell you what kind of machine this is.

Examples:

- Agile
- Sealed
- Riot Cage
- Dust-Trained
- Open Cockpit
- Smuggler Cache
- Utility Tow
- Sure-Footed
- Military Issue
- Frontier Common

Traits should be short, useful, and memorable. They are there to help the stat block read like a real vehicle rather than a bare list of numbers.

Operating Vehicles

The protagonist drives, skims, flies, or guns the vehicle using the skills they already have. The machine modifies those efforts through its Speed, Complexity, damage state, systems, and role, but the player never has to leave the familiar language of the game behind. That is what keeps vehicle scenes feeling like part of the same system rather than a detached mini-game.

Ground Vehicles

Use **Drive** for:

- wheeled vehicles
- tracked vehicles
- crawlers
- road and trail machines
- haulers and ordinary surface craft

Grav and Atmospheric Vehicles

Use **Pilot** for:

- grav vehicles
- skimmers with true flight-like handling
- flyers
- gunships
- certain atmospheric pursuit craft

The Director may allow **Drive** or **Pilot** in edge cases depending on the design.

Basic Resolution

Roll:

d100 ≤ Drive or Pilot

modified by:

- Complexity
- weather
- terrain
- damage state
- active systems
- Advantage / Disadvantage
- Destiny, if used in the scene

This applies to:

- chases
- escapes
- dust runs
- storm driving
- canyon pursuit
- convoy maneuvering
- difficult landings
- roadblock breaks
- keeping control after impact
- forcing a vehicle beyond safe performance

Ground and atmospheric craft should feel immediate and tactile. They kick dust, lose traction, throw weight in corners, take bad ground personally, and often put the operator close enough to danger to taste it. Even grav vehicles should still feel like vehicles before they feel like abstractions. Their purpose is not only to move the story forward, but to create scenes of their own.

Vehicle Combat

Vehicle combat should feel fast, violent, and positional. In most ways, it mirrors the same overall process as starship combat, in the previous chapter.

It should not become a separate war-game. The purpose of vehicle combat is to let machines chase, ram, suppress, flank, disable, and survive each other in a way that remains tied to the people inside them. A good vehicle fight is made from choices: close or break off, take the better ground, suppress or punch through, ram or evade, hold the line or survive the weather, stay with the convoy or abandon it.

Most vehicle rounds involve choices such as:

- attack
- evade
- ram
- reposition
- break contact
- pursue
- suppress
- repair
- use terrain
- activate a system

Resolve these using ordinary skill tests, just as with starships. The same principles apply:

- control first if position matters
- support actions next if needed
- attacks after that
- damage states immediately when thresholds are crossed

For mounted weapons, use **Gunnery**.
For ramming or forcing position, use **Drive** or **Pilot**.
For tactical setup, use **Notice**, **Strategy**, or **Leadership** where appropriate.

Damage States

One of the strongest choices you can make with vehicles is keeping damage states simple.

A machine should not leap from perfect to destroyed unless the fiction clearly demands it. Vehicles are most interesting when they can be wounded. A bent axle, flickering grav housing, cracked canopy, smoke out the rear vents, dead suspension, screaming warning light, or steering that has suddenly become a matter of prayer—all of these belong to the tone of the setting.

Use the following thresholds:

Healthy

Above half Frame.
No penalty.

Strained

At half Frame or below.
The vehicle suffers:

- **−10** to relevant control tests
  or
- one minor system fault, Director's choice

Crippled

At one-quarter Frame or below.
The vehicle suffers:

- **−20** to relevant control tests
- reduced Speed
- one weapon, system, or major mobility component offline
- obvious narrative impairment

Disabled

At 0 Frame.
The vehicle is out of action:

- stalled
- broken
- overturned
- burned out
- immobilized
- otherwise combat ineffective

Catastrophic

If damage greatly exceeds 0 Frame, or the circumstances are bad enough:

- explosion
- engine fire
- structural break
- crash
- full system loss
- crew compartment collapse

These states should create story, not just subtraction.

Repairs

Vehicles break. They always break. The only real questions are when, how badly, and whether the people nearby know enough to make the machine survive long enough to matter again. Repairs are therefore not just bookkeeping. They are scenes: roadside triage, bad-weather engine work, hasty armor patching, fuel-line arguments, stripped parts, dust in the intake, and all the ugly little miracles that keep frontier machinery alive.

Field Repairs

Use **Fix It** under the current conditions.

Common modifiers:

- **+10** with proper tools and calm time
- **−10** in the field, under pressure, or with partial access
- **−20** in combat, fire, a storm, or severe instability

On success, a repair attempt may:

- restore a modest amount of Frame
- restore one disabled system
- suppress one malfunction
- stabilize the vehicle for continued use

A strong baseline is:

1d6 Frame restored for a successful emergency repair

Better facilities, parts, or systems may improve that.

Vehicle Weapons

Vehicle-mounted weapons should feel like vehicle weapons.

They are usually more decisive than ordinary small arms, but still close enough to the ground that terrain, angle, movement, and exposed crew matter constantly. A pintle mount on a raider buggy should feel different from a pulse turret on a patrol crawler, and both should feel different from a forward gun package on a grav sled.

Use the same weapon-line format as elsewhere in the module:

Weapon Name — Skill, Tags, Damage, Range, Traits

That keeps the chapter consistent and easy to expand later.

Vehicle Systems

If weapons decide how a vehicle hurts others, systems decide how it survives, cheats, or becomes memorable.

A riot cage, sealed cab, terrain suspension, utility tow system, overclocked grav housing, dust filters, cargo clamps, or emergency field seal kit all tell you something about the vehicle's intended life. Systems should therefore do more than grant bonuses. They should suggest the kinds of scenes the machine belongs in.

A convoy hauler wants different systems than a raider skimmer.
A riot crawler wants different systems than a luxury grav-car.
A desert runner wants different systems than a city pursuit bike.

That difference is part of the setting's texture.

Vehicles as Characterful Equipment

A vehicle is usually less central than a ship, but it can still become beloved.

A convoy truck that survived the storm pass.
A grav bike that outran patrols twice and then somehow did it again.
A mining hauler that served as cover in a firefight.
A war sled inherited from a dead friend.
A crawler that always starts on the second try and never the first.
A patched buggy that no one would call beautiful except the people who owe it their lives.

That sort of attachment matters.

The rules do not need to force it. They only need to leave room for it: a compact stat block, a clear role, a meaningful Complexity, a few systems and traits, scars that remain, and repair work that tells stories. Once that is in place, the vehicle will become important on its own if the campaign gives it reason to.

Complexity Beyond Vehicles

This chapter also reinforces a broader setting rule.

Some advanced, alien, relic, military, or unusually specialized technology is difficult to operate correctly even for trained users. When a vehicle, ship, weapon, armor, tool, or system has a **Complexity** rating, apply that modifier to the most relevant operation test.

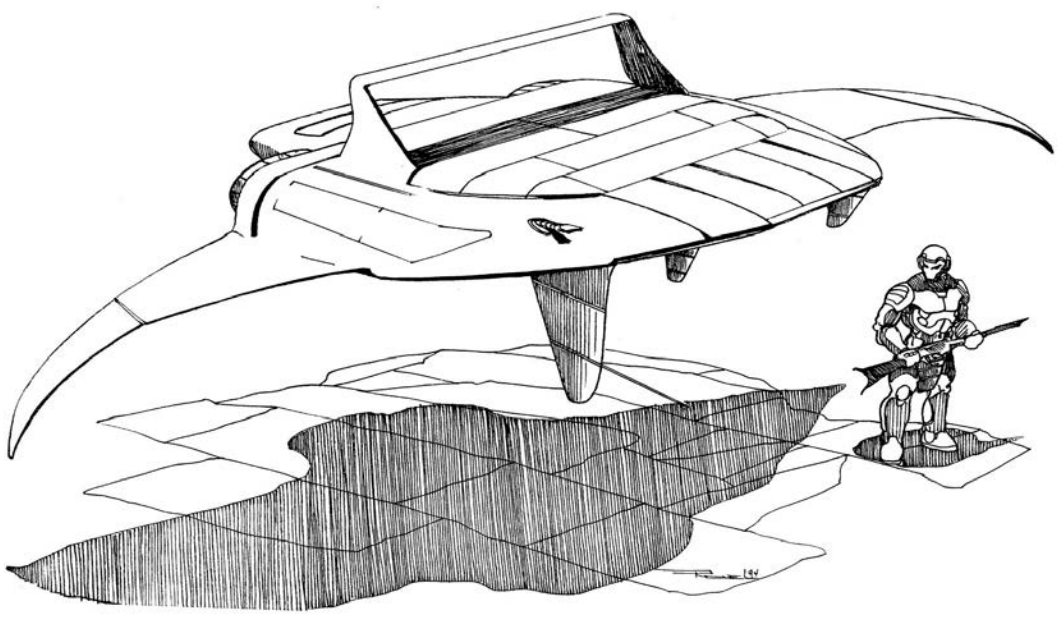
- **+10** very intuitive or smart-assisted
- **+0** ordinary trained use
- **−10** difficult
- **−20** highly difficult, alien, or system-dense
- **−30** extreme, relic, dangerous, or only partly understood

Complexity never replaces the correct skill. It modifies it.

For vehicles, this is especially useful for:

- alien grav systems
- relic skimmers
- difficult military interfaces
- unstable prototype engines
- psionic vehicle hardware
- weird salvage tech
- advanced walkers
- specialist atmospheric craft

It is one of the most useful mechanical languages in the setting and should be used freely whenever a machine ought to feel demanding.



Chapter Thirteen: Starship & Vehicle Modifications

No machine stays stock for long unless it belongs to someone with too much money, too little imagination, or a dangerous faith in factory specifications.

Across the Known Sphere, vehicles and starships are altered constantly. Some modifications are respectable and legal: reinforced hull or frame work, cleaner drive tuning, better med-support, improved sensors, safer control systems. Others are improvised, illicit, military-restricted, psionically risky, or assembled from salvage that no honest mechanic would certify in writing. All of them tell the same truth: once a machine starts mattering, people begin changing it.

A vehicle or ship becomes familiar through use. It becomes personal through repair. It becomes specific through modification.

The same freighter can become a frontier survey vessel, a smuggling shell, a militia escort, a relic-hauler, or a pirate transport depending on what has been added and why. A grav sled with improved suspension tells a different story than one fitted with illegal gun mounts. A corvette carrying a psionic amplifier node belongs to a different kind of campaign than one built around boarding claws and hard breaching. Even small changes matter. They reveal what the owner fears, what work they expect, and what kind of trouble they have decided is normal.

Modifications should do three things:

- sharpen the identity of a machine
- create a meaningful practical advantage
- carry cost, legality, upkeep, or complication when appropriate

A good modification is not just a bonus. It is a choice.

Installing Modifications

Installing a modification should feel like work. It takes tools, parts, space, time, and someone who knows what they are doing.

Most installations require:

- a suitable workshop, bay, or field environment
- the right components
- enough time to do the job properly
- and a successful skill test

The most common installation skills are:

- **Fix It**
- **Invent**
- **Weaponsmith**
- **Computer Mind**
- **Scholar**

More unusual upgrades may also call for:

- **Arcana**
- **Magic**
- **Psionics**

- or a setting-specific specialist procedure

As a practical baseline:

- ordinary commercial installation: no modifier
- difficult, military-grade, or tightly integrated work: **−10**
- alien, relic, shard, psionic, or unstable integration: **−20**
- excellent facilities, factory support, master assistance, or ideal conditions: **+10** or **+20**

Failure does not always mean disaster. It may mean:

- wasted time
- additional cost
- a flawed installation
- increased maintenance burden
- a new trait reflecting instability
- or a fault waiting to surface later

That keeps modifications inside the story rather than turning them into automatic shopping.

Upgrade Capacity

Every frame has limits.

A small fast machine cannot carry everything. A freighter can take more than a courier, but not without tradeoffs. A warship can sustain heavier and stranger systems than a road vehicle ever could, but even warships eventually become overcrowded with hardware, maintenance demands, and crew complaints.

Use the following as a general baseline unless a specific chassis says otherwise.

Vehicles

- light frame: **1–2 upgrades**
- medium frame: **2–3 upgrades**
- heavy frame: **3–4 upgrades**

Starships

- fighter or scout: **2 upgrades**
- shuttle, light courier, or heavy fighter: **2 upgrades**
- frigate or light freighter: **3 upgrades**
- destroyer or raider: **4 upgrades**
- cruiser or corvette: **5 upgrades**
- carrier or mobile station: **6 upgrades**
- dreadnought or relic-capital: **7+ upgrades**

A Director can always allow one additional upgrade if it comes with a drawback, a severe upkeep burden, or a meaningful story consequence.

Reading Modification Entries

Each modification entry in this chapter uses a short stat block to keep the rules quick to read at the table. Most of these fields are straightforward, but it is worth stating clearly what each one means before the lists begin.

Tags identify the broad type of upgrade. These are primarily there to help the Director and players understand what sort of system is being installed and how it is usually treated in play. An upgrade tagged **Mobility** affects movement or handling. One tagged **Defense** improves survivability. One tagged **Utility** usually broadens what a vehicle or ship can do outside of direct combat. Modifications tagged as "**Vehicle**" or "**Starship**" can only be used for those types.

Effect tells you what the upgrade actually does in mechanical terms. This may be a flat bonus, a new system benefit, a rules exception, or a specific capability that matters in play.

Installation is the modifier applied to the relevant skill test when the crew, mechanic, technician,

artificer, or shipyard attempts to fit the upgrade. In other words, it tells you how difficult the work is to complete properly. An Installation rating of **−10** means the modification is somewhat difficult to install and imposes a **−10 penalty** to the installation test. An Installation rating of **−20** means the work is highly difficult, delicate, unusual, or unstable. A rating of **+0** means the upgrade is ordinary enough to be fitted without special penalty, assuming proper tools and conditions.

Unless a specific entry says otherwise, installation is usually handled with **Fix It**, **Invent**, **Weaponsmith**, **Computer Mind**, or **Scholar**, depending on the nature of the work. The Director decides which skill is most appropriate. Particularly strange upgrades—especially alien, relic, magical, shard-based, or psionic systems—may call for different skills or additional requirements.

Cost is the typical market price for the upgrade itself, not including unusual labor, bribery, smuggling fees, customs trouble, or the premium charged by specialists who know they are your only option. Costs may vary sharply depending on region, legality, scarcity, and who is doing the work.

Upkeep reflects any ongoing maintenance burden added by the modification. Some upgrades are simple once installed. Others make the machine more demanding, more delicate, more expensive to fuel, or more prone to needing specialist attention. If an entry lists added upkeep, apply that increase to the machine's normal maintenance cost.

The **Requirement** entry represents special conditions that must be met for the modification to be actively usable. These conditions can often be met with game play, with Director's guidance.

Taken together, these fields are meant to answer four simple questions:

- What kind of upgrade is this?
- What does it do?
- How hard is it to install?
- What does it cost now, and what will it keep costing later?

Modification Categories

Mobility Modifications

Mobility upgrades improve speed, handling, terrain performance, or emergency repositioning. These are favored by scouts, outriders, couriers, pirates, smugglers, interceptors, and anyone who believes survival often begins with not being where the enemy expects.

Grav Thrusters

Tags: [Upgrade, Mobility]
Effect: +2 Speed
Installation: −10
Cost: 18,000 credits (vehicle) / 45,000 credits (starship)
Upkeep: +10% monthly maintenance

Improved grav-thruster assemblies increase acceleration and repositioning speed. They make a machine feel sharper and faster, but they also increase strain and maintenance sensitivity. Crews who rely on them tend to become protective, because once you get used to that extra burst of movement, going back feels like flying in chains.

Maneuver Vanes

Tags: [Upgrade, Mobility, Control]
Effect: +10 to Pilot tests involving evasive movement, atmospheric control, or fine handling

Installation: −10
Cost: 12,000 credits (small craft) / 32,000 credits (starship)

These added control surfaces, vector fins, or grav-fine correction systems make a craft far more cooperative in difficult movement. Interceptors, race machines, gunships, and nervous smugglers all prize them.

Terrain Suspension Package

Tags: [Upgrade, Mobility, Vehicle]
Effect: ignore one ordinary terrain penalty or gain **+10 to rough-ground Drive tests**
Installation: +0
Cost: 6,500 credits

Favored on frontier vehicles, this upgrade hardens suspension and improves weight transfer over dunes, stone, rubble, washouts, and other bad ground. It is less glamorous than weapons and more useful more often.

Cold-Burn Efficiency Tuning

Tags: [Upgrade, Mobility, Signature, Starship]
Effect: lower **Signature** by one step during routine travel, if possible
Installation: −10
Cost: 28,000 credits

A refinement package for quieter, cleaner output. Scouts, covert couriers, intelligence craft, and careful smugglers use it to move with less attention than their hull or frame would normally attract.

Defense Modifications

Defense upgrades keep the machine intact longer. Some increase raw endurance. Others reduce incoming harm. Others prevent the first clean hit from becoming the last meaningful moment of the scene.

Reinforced Hull Bracing

Tags: [Upgrade, Defense]
Effect: +10 Hull (vehicle) / **+15 Hull** (starship)
Installation: +0
Cost: 9,000 credits (vehicle) / 38,000 credits (starship)
Upkeep: +5% monthly maintenance

Additional internal supports, frame tensioning, and reinforced structural members make the machine harder to cripple outright. It adds weight. Very few people complain from inside the surviving hull.

Adaptive Shields

Tags: [Upgrade, Defense, Shielding]
Effect: reduce incoming damage by **2** while active
Installation: −10
Cost: 40,000 credits
Upkeep: +15% monthly maintenance
Requirement: suitable Power support

Adaptive shields do not simply absorb force. They shift their response profile as they are struck. High-grade military crews value them for obvious reasons. Everyone else values them because being alive is persuasive.

Reactive Armor Panels

Tags: [Upgrade, Defense, Vehicle]
Effect: once per scene, reduce one heavy hit by **1d6**
Installation: −10
Cost: 14,000 credits

Reactive armor is not elegant, but it is brutally practical. It is common on armored ground vehicles and among crews who expect the first hit to be the dangerous one.

Sensor-Damp Plating

Tags: [Upgrade, Defense, Signature]
Effect: attackers suffer **−10** to acquire target lock or clean sensor read in appropriate conditions
Installation: −20

Cost: 12,000 credits (vehicle package) / 34,000 credits (starship package)

This treatment does not make a machine invisible. It does make it harder to read cleanly. Smugglers, covert operators, and cautious patrol craft all use it for the same reason: uncertainty buys time.

Weapon Modifications

Weapon modifications alter mounted armament, firing precision, output behavior, or the tactical role of a craft.

Auto-Target Matrix

Tags: [Upgrade, Weapon, Systems]
Effect: +10 to Gunnery while active
Installation: −10
Cost: 22,000 credits
Requirement: suitable system integration

The auto-target matrix assists with predictive tracking and firing correction. Some crews love it. Others claim it encourages sloppy gunners. Both can be true.

Flux Weapon Array

Tags: [Upgrade, Weapon, Exotic]
Effect: a target hit suffers minor system strain, usually **−10** to one immediate response or temporary **Power loss** next round
Installation: −20
Cost: 52,000 credits

Flux arrays are feared less for raw damage than for what they do to timing, confidence, and system discipline. They turn a solid hit into lingering trouble.

Expanded Missile Rack

Tags: [Upgrade, Weapon, Ordnance]
Effect: one additional missile salvo before reload
Installation: −10
Cost: 18,000 credits
Upkeep: ordnance expense increases

Simple, direct, and immediately useful. Crews who like missile fire rarely complain about carrying more of it.

Resonant Weapon Coupling

Tags: [Upgrade, Weapon, Psionic]
Effect: psionic-linked weapons gain **+10 to attack rolls**, or +1 damage at Director discretion
Installation: −20
Cost: 48,000 credits
Requirement: psionically compatible core, system, or operator support

This upgrade allows a weapon to cooperate more directly with psionic output. In the wrong hands it is expensive nonsense. In the right hands it is deeply unpleasant.

Systems and Utility Modifications

These upgrades broaden what the machine can do beyond speed and violence. They are often the difference between a merely useful hull and one that feels truly campaign-worthy.

Nanite Repair Bay

Tags: [Upgrade, Support, Repair, Starship]
Effect: automatically clears one ordinary malfunction after 3 rounds or restores **1d6 Hull** during downtime
Installation: −10
Cost: 36,000 credits
Upkeep: +15% monthly maintenance

A favorite among survey crews, long-range traders, and anyone who expects to survive by repair rather than abundance.

Cargo Stasis Hold

Tags: [Upgrade, Utility, Cargo]
Effect: preserves fragile, medical, biological, relic, or unstable cargo
Installation: +0
Cost: 16,000 credits

An honest trader needs one for profit. A dishonest trader needs one for deniability.

Smuggler Compartments

Tags: [Upgrade, Utility, Illegal]
Effect: +10 to conceal cargo or evade ordinary inspection logic
Installation: −10
Cost: 10,000 credits (vehicle) / 24,000 credits (starship)

No respectable authority approves of these. That has never prevented demand.

Echo Transceiver

Tags: [Upgrade, Support, Command]
Effect: +10 to communication, convoy coordination, and command-linked tasks
Installation: +0
Cost: 14,000 credits

Useful for escorts, convoy leads, exploration teams, and any crew that understands information usually arrives before help does.

Medical Pod Suite

Tags: [Upgrade, Support, Medical]
Effect: +10 to onboard emergency treatment and preserves critically wounded passengers in transit
Installation: −10
Cost: 18,000 credits

A proper medical suite changes the tone of a campaign. Crews know it. Passengers know it. The wounded know it most of all.

Exotic, Magical, and Relic Modifications

These are the upgrades that move a machine out of ordinary traffic and into the territory of story.

Shard Core Reactor

Tags: [Upgrade, Exotic, Core]
Effect: +2 Power and enables shard-linked or psionic systems
Installation: −20
Cost: 85,000 credits
Upkeep: severe specialist maintenance

A shard core is not merely "better power." It changes what kind of machine this is and what kind of trouble now follows it. Valuable, dangerous, and politically sensitive.

Living Hull

Tags: [Upgrade, Living, Relic]
Effect: regenerate **1 Hull** per round in combat or per scene interval, at Director discretion
Installation: −30
Cost: relic value only; typically **120,000+ credits** or not openly purchasable

Living hulls are more often inherited, grown, stolen, or discovered than honestly bought. Crews that serve aboard one tend to become superstitious whether they mean to or not.

Quantum AI Pilot

Tags: [Upgrade, Systems, AI]
Effect: +10 to relevant **Pilot** tests while active
Installation: −20
Cost: 60,000 credits

Upkeep: high calibration burden and possible legal complications

Some AI pilots are brilliant. Some are merely opinionated. A crew that installs one should make sure it can live with both possibilities.

Grav Anchor Lattice

Tags: [Upgrade, Control, Exotic]
Effect: prevents forced drift, some teleport effects, and certain displacement tricks nearby
Installation: −20
Cost: 42,000 credits

This is the kind of system a crew buys after one very specific humiliating encounter and not before.

Arcane Ward Node

Tags: [Upgrade, Magical, Defensive]
Effect: grants resistance or **Advantage** against certain magical intrusions, boarding wards, or hostile magical effects
Installation: −20
Cost: 44,000 credits
Requirement: magical installation support

Rare outside mage-heavy worlds, relic expeditions, and ships with very good reason to fear arcane attention.

Buying, Building, and Illegality

Not every modification enters the world in the same way.

Some are factory-legal and openly installed at licensed yards.
Some are military only and appear later through surplus, theft, or quiet favors.
Some are black-market standards that no official acknowledges but everyone in the trade lanes recognizes.
Some are so strange that they are never really "bought" at all. They are found, inherited, negotiated for, stolen, or pried from dead machines that should never have existed in the first place.

A Director should feel free to treat availability as part of the story.

A clean workshop on Sanctuary can install grav tuning faster than a scrapyard on Scourge. A BOT facility may fit precision systems that a frontier mechanic could never calibrate. A shard reactor may require not just money, but permission, secrecy, escort, and a willingness to be noticed by the wrong people.

Modification Packages

Many owners do not think in terms of individual upgrades. They think in terms of purpose.

A machine gets "built for escort work."
Or "quiet cargo."
Or "hard weather."
Or "boarding actions."
Or "survey lanes no honest captain would touch."

That means modifications often come in recognizable combinations:

- **Frontier Survey Package**
- **Smuggler Veil Package**
- **Imperial Patrol Package**
- **Pirate Breach Package**
- **Arcane Escort Package**
- **Psionic Choir Package**

Packages are useful because they let a machine tell the truth about its role quickly.

Sample Packages

The best way to use the catalog is to pair a frame or named machine with a recognizable package. A package is not just a bundle of upgrades. It is a statement of purpose.

Frontier Survey Package

Built for uncertain lanes, rough ground, salvage zones, and expeditions that do not expect immediate support.

Typical contents:

- reinforced hull bracing
- cargo stasis hold
- echo transceiver
- nanite repair bay or field-repair kit
- terrain suspension or maneuver vanes depending on machine type

Best for:

- survey ships
- crawlers
- utility vehicles
- frontier freighters

Smuggler Veil Package

Built for concealment, quick movement, hidden cargo, and plausible denial.

Typical contents:

- smuggler compartments
- sensor-damp plating
- cold-burn efficiency tuning or fast grav response
- decoy or false signal support
- minimal external profile clutter

Best for:

- couriers
- light freighters
- shadow-route corvettes
- fast vehicles used for illicit transport

Imperial Patrol Package

Built for enforcement, interception, and visible authority.

Typical contents:

- auto-target matrix
- reinforced hull bracing
- communications upgrade
- brig or detainee support
- point-defense or suppression hardware

Best for:

- customs cutters
- patrol crawlers
- security grav vehicles
- escort hulls

Pirate Breach Package

Built to close hard, cripple targets, and take what matters before anything larger arrives.

Typical contents:

- reactor boost
- boarding gear or grav claws
- expanded missile rack
- hardened local armor
- smuggler compartments for the return trip

Best for:

- raiders
- gun-cutters
- skimmers

- armed buggies

Arcane Escort Package

Built for magical transport, relic handling, dangerous passengers, and strange interference.

Typical contents:

- arcane ward node
- cargo stasis hold
- precision communications
- defensive shielding
- specialist compartment security

Best for:

- Charmian frigates
- ritual vehicles
- relic haulers
- high-value escort craft

Psionic Choir Package

Built for relay, support, mental amplification, and the sort of scenes that make ordinary crews uncomfortable.

Typical contents:

- psionic field generator
- resonant weapon coupling or amplifier node
- support chambers
- signal shielding
- reinforced systems cooling

Best for:

- choir ships
- envoy barges
- relay skimmers
- experimental support hulls

Hard Weather Package

Built for hostile worlds where the environment is more reliable than the local government and no less deadly.

Typical contents:

- sealed cabin or hull zones
- terrain suspension
- reinforced filters
- emergency stores
- extra power buffering

Best for:

- crawlers
- rovers
- convoy haulers
- field transports
- practical frontier vessels

Using this Chapter

The simplest way to use this section in play is:

1. choose a frame or named machine
2. decide its faction or cultural origin
3. give it one package
4. add one personal quirk, scar, or unusual modification

That is enough to make most machines in the setting feel distinct immediately.

A freighter with a **Frontier Survey Package** and a patched sensor mast tells one story.
The same freighter with a **Smuggler Veil Package** and concealed compartments tells another.
An escort hull with an **Imperial Patrol Package** feels different from one with an **Arcane Escort Package** even before the first roll is made.

Chapter Fourteen: Star Travel

Star travel in **Beyond the Milky Way** should feel dangerous, uncertain, and alive.

A ship does not simply vanish from one point and appear at another with no consequence in between. Routes have character. Some are old and well-kept, bright with traffic, beaconed lanes, and the confidence of worlds that still believe order can be maintained across vast distances. Others are thin, dirty, half-forgotten things—smuggler cuts, salvage paths, storm lanes, Verge approaches, and stretches of dark where a wise captain trusts experience more than any public chart.

That difference matters.

Travel is one of the great shaping forces of the setting. It determines who reaches the scene first, who arrives damaged, who attracts scrutiny, who vanishes into the black without trace, and what sort of trouble waits between departure and arrival. A short, lawful transfer inside a well-patrolled system should not feel anything like a hard run through Black routes near Gehenna or the Verge. One is routine traffic with a little pressure around the edges. The other is the kind of journey people lie about surviving.

This chapter keeps star travel fast to use at the table, but not empty. It does not reduce interstellar movement to bookkeeping. It also does not pretend the void is harmless. The result is meant to be simple enough for frequent use, but rich enough that travel still feels like part of the story rather than the blank space between stories.

Most long-distance movement in the setting is handled through **hyperwarp**, **shard-assisted travel**, or another established faster-than-light method appropriate to the ship, culture, or technology involved. The exact look of that transit may vary. A Terran military ship, a machine-world support vessel, a Charmian arcane hull, and a smuggler's modified courier may all travel differently in appearance and ritual. The basic truth remains the same: a captain chooses a route, commits to a run, and trusts ship, crew, and skill to bring them through.

Sometimes that trust is rewarded.

Travel Bands

Star travel uses four broad distance bands. These are not measurements of exact time or raw astronomical spacing. They are practical categories that describe how demanding a run is, how much strain it places on the ship and crew, and how likely it is that distance itself becomes part of the danger.

Close

Close travel is local repositioning. It covers orbital transfers, moon-to-world movement, station approaches, nearby system-edge runs, and other short-distance movement where the ship is still operating within a familiar local sphere.

This is not usually treated as a full hyperwarp run unless urgency, danger, or unusual circumstances make the journey matter. Close travel is where interceptions, docking pressure, orbital pursuit, customs trouble, and short-range emergencies often occur.

Near

Near travel covers movement within the same planetary system. This includes world-to-world routes, runs between stations and outer belts, travel to moons, deep orbital repositioning, and the sort of system crossing that is routine for established ships but still large enough to matter if things go wrong.

A Near run is usually straightforward on known lanes, but it can still become hazardous if the route is unstable, politically tense, pirate-ridden, or crowded with debris, storms, or old wreckage.

Far

Far travel carries a ship between star systems. These are the ordinary interstellar journeys that connect the known worlds to one another through lawful lanes, Grey passages, trade corridors, salvage approaches, and all the long routes that hold the setting together.

A Far run is where most professional traffic lives. Traders, couriers, escorts, patrols, survey crews, pirates, smugglers, pilgrims, military traffic, and private adventurers all spend time here. It is long enough to matter and common enough to define daily life.

Extreme

Extreme travel reaches toward the far edges: very distant star systems, Verge-adjacent runs, unstable

long-haul corridors, and the kinds of routes that people only take for serious profit, serious need, or very bad reasons.

An Extreme run should feel different. Even when successful, it carries more strain, more uncertainty, and more room for things to go wrong in ways that become memorable.

Route Qualities

Distance tells you how far the ship is going. Route Quality tells you what kind of space it is crossing.

This distinction is important. A short journey can still be ugly if the route is bad. A long journey can remain relatively orderly if the lanes are secure and well maintained. Distance and route quality work together to define the tone of a run.

Secure Routes

Secure Routes are the best maintained lanes in civilized space. Their charts are reliable. Their traffic is regular. Their law is known. Their environmental volatility is lower than average. These are the routes people trust when trust is available.

Examples include:

- core Imperial lanes
- major Sanctuary routes
- much of the Concordia–Nirvana corridor

Secure does not mean perfectly safe. It means the dangers are more likely to be familiar: inspections, congestion, bureaucratic delay, old debris, route drift, or the occasional unpleasant surprise in territory that is usually well behaved.

Controlled Routes

Controlled Routes are stable enough, but tense in their own way. They are safe for the legitimate and uncomfortable for the suspect. Machine scrutiny, checkpoint regimes, military oversight, magical regulation, or tightly monitored cargo systems make these routes risky for the wrong ship or the wrong manifest.

Examples include:

- BOT-space approaches
- Imperial checkpoint zones
- Charm-bound traffic with regulated cargo

A Controlled route may not be naturally dangerous, but that does not make it easy. Many captains fear authority more than storms.

Grey Routes

Grey Routes are usable, but they require judgment. They are lightly patrolled, politically murky, environmentally inconsistent, or dependent on local knowledge. Grey routes are the roads of freight captains, salvage crews, back-lane merchants, frontier traffic, and people who have learned that “good enough” is often the only chart quality available.

Examples include:

- Scourge corridors
- Malador passes in void form
- Fandri freight lanes
- Xam salvage approaches

Grey routes produce the sort of trouble that makes a journey interesting even when it does not become openly violent.

Black Routes

Black Routes are the bad roads of the void.

These are smuggler cuts, pirate corridors, ruin approaches, unstable salvage lanes, storm paths, Verge drifts, and all the stretches of space where local knowledge matters more than law and ordinary traffic has already made the sensible choice to stay away.

Examples include:

- Shadow approaches

- Galactic Junk Yard threading
- Gehenna runs
- some Shoq routes

A Black route should never feel routine. Even if the ship arrives cleanly, the crew should know they crossed somewhere that does not like to be crossed.

Making the Run

Most meaningful star travel follows the same basic sequence.

First, determine the **Distance** of the run:

- Near
- Far
- Extreme

Then determine the **Route Quality**:

- Secure
- Controlled
- Grey
- Black

Once those are known, the ship commits to the run and the pilot makes the travel test.

The test is made with **Pilot**, modified by:

- Distance
- Route Quality
- the ship's **Complexity**
- ship condition
- active systems
- crew support
- situational Advantage or Disadvantage
- Destiny, if it is being used in the scene

The result answers the question that matters most: Does the ship arrive cleanly, or does the route take something out of it along the way?

Distance Modifiers

Apply the following modifiers for travel distance:

- **Near:** +10
- **Far:** +0
- **Extreme:** −20

Short system travel is easier. Long-haul travel asks more of the pilot, the ship, and the route itself.

Route Quality Modifiers

Apply one of the following:

- **Secure Route:** +10
- **Controlled Route:** +0
- **Grey Route:** −10
- **Black Route:** −20

Secure routes are better charted and less volatile. Controlled routes are stable but not necessarily welcoming. Grey and Black routes become progressively worse because of instability, poor oversight, political tension, route drift, hidden traffic, hazard density, and the sheer fact that some lanes are ugly by nature.

Crew Support and Ship Condition

Routes do not test the pilot alone. They test the ship as a whole.

The following factors often matter and apply modifiers to a Pilot Test.

Navigation Data

- current charts: **+10**
- outdated or partial charts: **−10**
- guessed, hearsay, or black-market data: **−20**

Crew Support

- skilled navigator, sensor officer, or astrogator assisting: **+10**
- skeleton crew, panicked crew, or missing key support role: **−10**

Ship Systems

- active route-assist or survey systems: **+10**
- damaged drives or unstable systems: **−10** or worse

Signature and Secrecy

A ship moving quietly through a dangerous lane may draw less pirate pressure. A damaged or obvious vessel may draw more. Low Signature, cautious conduct, and disciplined emission control all matter. So does looking like an easy prize.

Travel Examples

A ship moving from Sanctuary to a nearby core system on a Secure Route gains a meaningful edge. The run is ordinary by interstellar standards, the charts are clean, and the lane is known.

A trader working a Far Grey Route toward Fandri has no such comfort. The journey itself is normal enough in scale, but the lane is rough, uncertain, and shaped by the kind of conditions that reward experienced captains and punish the lazy.

A smuggler pushing an Extreme Black Route toward Gehenna is tempting fate. The distance is punishing, the route is hostile, and the odds should feel accordingly severe.

Success and Failure

A successful travel test means the ship arrives.

That arrival may still be uneventful, strained, early, smooth, delayed only slightly, or tactically favorable depending on the margin of success and the condition of the ship, but the route itself does not rise up against the crew in a major way.

A stronger success may allow small advantages such as:

- a cleaner approach
- earlier arrival
- reduced strain
- better sensor awareness on emergence
- less scrutiny on arrival
- or another small edge suited to the moment

A narrow success simply means the ship gets through without the route taking a proper bite out of it.

Failure is where the road starts telling stories.

A failed travel test does not always mean catastrophic misjump or dramatic disaster. More often it means the ship runs into trouble: delay, drift, a hazard, a bad emergence angle, a route anomaly, scrutiny, a wreck, a distress call, a patrol, a storm band, a derelict, or something stranger. The route encounter tables are there to answer that question.

The margin of failure can matter.

A narrow failure may produce:

- a delayed arrival
- minor system strain
- emergence off the expected vector
- a route event under uncertain but manageable conditions

A harsher failure may produce:

- damage
- a worse arrival angle
- immediate exposure to danger
- stronger system strain

- or a route event that begins with the ship already disadvantaged

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When to Roll

Not every movement between worlds needs a full travel test.

Routine runs on familiar Secure routes can usually be handled quickly unless something about the journey matters right now. If the route is safe, the cargo is ordinary, the ship is sound, and there is no pressure shaping the scene, it is often better to move on and begin where the next real choice starts.

Use the full travel procedure when:

- the route is dangerous
- the arrival matters
- the cargo matters
- the ship is damaged
- the crew is under pressure
- law or piracy is a serious concern
- the route is Grey or Black
- or the journey itself should shape the next turn of play

That keeps star travel present without making it repetitive.

Travel Test Summary

When a meaningful run begins:

1. choose the **Distance**
2. choose the **Route Quality**
3. make the **Pilot** test with all relevant modifiers
4. on success, the ship arrives as planned
5. on failure, roll a **Route Encounter**

   * Check for Catastrophic Travel Failure
6. if no Route Encounter occurs, check for **Pirates**

This keeps travel quick, dangerous, and full of possibility. It leaves room for commerce, law, salvage, storms, pirates, mystery, and the simple fact that in **Beyond the Milky Way**, even a successful journey is never truly empty.

Route Encounters and Pirate Encounters

Star travel trouble in this system falls into two broad categories.

Route Encounters

A **Route Encounter** occurs when the travel test fails and is the route itself pushing back.

This may take the form of:

- an anomaly
- wreckage
- a drifting vessel
- a dead beacon
- a distress call
- customs trouble
- route drift
- mine remains
- salvage signs
- machine patrols
- storm interference
- relic disturbances
- or any other danger that belongs to the lane rather than to organized piracy

Pirate Encounters

Pirates are a separate kind of danger.

They are organized, predatory, opportunistic, and in many parts of the setting entirely professional. They are not the same thing as route trouble. A wreck field is not piracy. A storm band is not piracy. A dead freighter with a silent beacon is not piracy—though pirates may be waiting nearby.

Pirate checks are rolled only when no route encounter has already occurred. That keeps piracy distinct instead of turning every failed journey into the same kind of threat.

Pirate Pressure

After a travel run is resolved:

- if a Route Encounter occurred, do **not** roll for pirates
- if no Route Encounter occurred, the Director may roll for a Pirate Encounter

Use **1d10**.

By default, pirates appear on:

- **1** on 1d10

Then adjust by route quality:

- **Secure:** pirates only on **1**
- **Controlled:** pirates on **1**
- **Grey:** pirates on **1–2**
- **Black:** pirates on **1–3**

This chance may worsen or improve depending on current conditions. Wartime lanes, famous pirate waters, known blockade zones, or convoy escort can all shift the odds meaningfully.

Table A: Secure Route Encounter Table (1d20)

When travel fails on a Secure Route, roll **1d20**:

1. Minor route drift; arrive late but safely
2. Customs flag requests verification on emergence
3. Sensor ghost contact; nothing confirms
4. Civilian distress ping from a nearby lane
5. Navigation buoy malfunction; route correction needed
6. Commercial traffic congestion delays arrival
7. Debris shear from old wreckage crosses the lane
8. Patrol vessel challenges identification
9. Weathered beacon repeats an outdated warning
10. Friendly traffic requests escort or aid
11. False emergency signal; source unclear
12. Dock authority dispute on arrival
13. Minor drive strain; following travel rolls suffers −10 until serviced
14. Salvage fragment field; possible profit if investigated
15. Strange radiation haze complicates sensors
16. A drifting shuttle appears on scan
17. Imperial or local inspection sweep intensifies
18. Route anomaly opens onto an unexpected approach vector
19. Hidden smuggler buoy or coded marker detected
20. A quiet, elegant ship shadows the crew briefly, then vanishes

Table B: Controlled Route Encounter Table (1d20)

When travel fails on a Controlled Route, roll **1d20**:

1. Registry challenge and transponder verification
2. Delay in checkpoint holding pattern
3. BOT monitor drone requests compliance transfer
4. Imperial patrol insists on cargo review
5. Contraband sweep field flashes the hull
6. Bureaucratic route rerouting adds delay
7. Suspicious observer tags the ship signature
8. Passenger or cargo manifest inconsistency is noticed
9. Automated customs warning changes docking priority
10. Nearby ship flees inspection and creates chaos
11. Machine authority vessel demands signal silence
12. Escort corridor closes unexpectedly
13. Official route data conflicts with actual conditions
14. An illegal runner cuts across the ship's vector
15. Sensor lock from a non-hostile but aggressive authority craft
16. Political quarantine marker appears without warning
17. Confiscation threat unless credentials satisfy local law
18. Another ship attempts to frame the crew by signal mimicry
19. Restricted magical or psionic cargo scan activates
20. A quiet order to heave to comes from a ship with much heavier guns

Table C: Grey Route Encounter Table (1d20)

When travel fails on a Grey Route, roll **1d20**:

1. Misaligned emergence; arrive off the expected path
2. Dead freighter drifting without active response
3. Weak distress call from an unidentified source
4. Mine remains or hazard buoys from an old conflict
5. Dusted sensor field creates false contacts
6. Local militia or freelance escort challenges the ship
7. Fuel scavenger craft requests aid or attempts a bluff
8. Smuggler route marker appears where no chart says it should
9. Salvage beacon on a dangerous wreck cluster
10. Environmental storm band distorts approach
11. Muted weapons traces suggest recent combat
12. Frontier trade ship offers route information for a price
13. Drive turbulence causes temporary system strain
14. Half-buried ruin structure or derelict station appears on scan
15. A ship with no readable registry trails the crew
16. Displaced cargo containers drift through the lane
17. Hidden checkpoint run by unofficial local powers
18. Life-sign readings appear aboard an otherwise dead vessel
19. A Grey-route pilot offers to guide the last leg —for a share
20. Verge-sheen disturbance opens nearby and something comes through

Table D: Black Route Encounter Table (1d20)

When travel fails on a Black Route, roll **1d20**:

1. Ambush debris field masks hostile signatures
2. Pirate decoy distress signal
3. Shifting storm corridor tears at the hull
4. Dead ship with active weapons lock
5. Smuggler kill-zone with mines or sensor traps
6. Sudden route collapse throws emergence off-course
7. Verge anomaly flares across the bow
8. Black-market convoy with guns hot
9. Derelict with boarding breach already open
10. Wreck cluster full of shard radiation
11. Silent ship on an intercept path with no transponder
12. Unstable ruin object drifts into the route
13. Hard gravitational shear inflicts system strain
14. Pirate scouts tag the hull and withdraw
15. Unknown psionic signal floods the crew with static dread
16. Illegal checkpoint backed by serious firepower
17. Shoq-style electrovoid turbulence lashes the vessel
18. A thing that is not on any chart begins pacing the ship

19. Emergency emergence into an active battle zone
20. Catastrophic misroute: the ship arrives where it absolutely should not have

Table E: Pirate Encounter Table (1d10)

If pirates are indicated, roll **1d10**:

1. Long-range pirate scan; they break off if the ship looks too dangerous
2. False trader hail masking pirate intent
3. Small raider pack probing for weakness
4. Mine drop or pursuit trap on the route edge
5. Demanded toll for “safe passage”
6. Boarding corvette attempts close engagement
7. Pirates attack another ship nearby; the crew may intervene or slip away
8. Pirate flagship shadows the ship at range, testing response
9. Disguised customs spoof followed by interdiction attempt
10. Known pirate captain or feared raider vessel on direct intercept course

Catastrophic Travel Failure

Most failed travel rolls in **Beyond the Milky Way** produce route trouble rather than outright disaster. A ship may emerge late, off-course, under strain, in the wrong traffic pattern, or directly into some new complication that turns the journey into a scene. That is the ordinary shape of failed travel.

A **catastrophic travel failure** occurs when the ship fails its travel roll by **20 or more points of Degree of Failure**.

At that point, the problem is no longer just delay, inconvenience, or ordinary route interference. Something has gone badly wrong in the jump itself, in the route geometry, in the ship's emergence, or in the vessel's ability to endure the crossing. The ship still reaches *somewhere*, but that somewhere may be dangerous, damaged, exposed, lost, or catastrophically wrong.

A catastrophic failure should feel different from a normal failed run. It should carry weight. It should alter the journey in a way the crew cannot ignore. The ship may suffer real harm. Systems may fail. The crew may arrive in the wrong place, at the wrong angle, under the wrong conditions, or with an immediate crisis already in progress.

This does **not** always mean the ship is destroyed. Catastrophic failure is not automatic annihilation. It is the point at which travel itself becomes a major event in the story.

When a catastrophic travel failure occurs, the Director should:

- apply the failed travel result as normal for the route, if appropriate
- then roll on the **Catastrophic Travel Failure Table**
- or choose a result that best fits the route, ship, and campaign situation

The result should be immediate, serious, and memorable.

Catastrophic Travel Failure Table (1d10)

Roll **1d10** when a travel roll fails by **DoF 20+**

1. Violent Misemergence

The ship tears out of transit at a bad angle or under extreme stress.
Suffer **1d6 Hull damage**, and all immediate Pilot tests after emergence are made at **−10** until the ship is stabilized.

2. Major System Shock

One major system fails on arrival. The Director chooses the most relevant system, or rolls if needed. Examples include shields, sensors, weapons, life support support systems, or drive support architecture. The affected system remains offline until repaired.

3. Off-Course Arrival

The ship emerges far from its intended vector or destination. It is not merely delayed. It is somewhere it did not mean to be.
The Director places the ship in a dangerous, inconvenient, or politically difficult location appropriate to the route.

4. Drive Trauma

The ship's drive suffers severe strain.
The vessel takes **−10 to further travel rolls** until the drive is properly serviced, and one immediate **Fix It** test may be required to prevent worsening instability.

5. Hazardous Emergence

The ship arrives directly into an environmental danger: debris field, mine remnants, storm shear, radiation wash, gravitational turbulence, or similar route threat.
The crew must deal with the danger immediately on arrival.

6. Signature Bloom

The ship emerges with an abnormally bright, unstable, or traceable signature.
It is immediately easy to detect and track. Any pirate, patrol, or hostile force in the area is far more likely to notice it at once.

7. Compartment Breach

A violent transit shock or bad emergence causes a localized rupture, fire, or compartment failure.
The ship suffers **1d6 Hull damage**, and the affected section becomes a live problem until the crew contains it.

8. Crew Shock

The transit hits the crew badly. Whether from inertial violence, psionic dissonance, shard resonance, or route-side anomaly, everyone aboard feels it.
The Director may impose **−10 on the first round of immediate action** after arrival, or require key crew to overcome disorientation before acting cleanly.

9. Verge-Touched Emergence

The ship comes out of transit carrying something wrong with it: static dread, sensor distortion, impossible echoes, strange light, route residue, or other Verge-like contamination.
No immediate destruction occurs, but the emergence creates a disturbing and dangerous condition the Director should turn into a scene.

10. Catastrophic Misroute

The ship arrives where it absolutely should not have.
This may mean hostile territory, a live battle zone, a ruin field, a dead station, pirate water, a quarantine region, or some other place that instantly changes the situation. The ship is intact enough to act, but the journey has produced a major crisis.

Using Catastrophic Failures

A catastrophic failure should never feel routine. It marks the moment when travel stops being a passage and becomes an event.

Use these results to create:

- emergency repair scenes
- dangerous arrivals
- forced detours

- compromised missions
- exposure to patrols or pirates
- damage-control pressure
- strange route phenomena
- sudden survival situations

The important thing is not that the ship simply "takes extra punishment." The important thing is that the failed journey leaves a visible mark on what happens next.

That is what makes catastrophic failure worth naming.

For placement, this fits cleanly after the section on ordinary travel failure and before the route encounter tables.

Examples of Star Travel

The following example shows a single travel sequence from departure to result. It is meant to make the process easy to follow at the table and to show how the route itself can shape the story before the ship ever reaches its destination.

Captain Teren Vaasa and the crew of the **Wayward Lark** are leaving Sanctuary for a run toward **Fandri**. The cargo is legal enough to survive routine scrutiny, but valuable enough that nobody aboard wants delays, damage, or the wrong kind of attention. The ship is serviceable, though not pristine, and the route is well known to freight captains who work the edges of comfort for profit.

The Director decides this is a meaningful journey and should be rolled in full. The route is long enough to matter, the destination is important, and the lane is not clean enough to hand-wave.

Step One: Determine Distance

The trip from nearby Sanctuary toward Fandri is treated as **Far** travel.

It is an interstellar run, but not one of the most distant or punishing routes in the setting.

Step Two: Determine Route Quality

The route toward Fandri is treated as a **Grey Route**.

It is usable. People travel it often enough. It is also politically murky, lightly patrolled, and just unstable enough that experience matters.

Step Three: Gather the Modifiers

The **Wayward Lark** is using:

- **Far** distance: **+0**
- **Grey Route**: **−10**
- current charts bought recently on Sanctuary: **+10**
- one skilled sensor hand assisting the captain: **+10**
- ship **Complexity**: **−10**

Captain Vaasa's **Pilot** is **58%**.

So the travel roll becomes:

58 + 0 − 10 + 10 + 10 − 10 = 58%

The route is dangerous, but the crew is prepared, the data is current, and the ship is being handled by someone who knows what he is doing.

Step Four: Make the Travel Roll

The player rolls **67**.

That is a failure.

The ship does not arrive cleanly. Something along the route interferes.

The Degree of Failure is:

67 − 58 = 9 DoF

This is a narrow failure rather than a catastrophic one. The ship has not suffered a disastrous misroute. It has, however, run into trouble.

Step Five: Roll the Route Encounter

Because the route was **Grey**, the Director rolls on the **Grey Route Encounter Table**.

The result is:

14 — Half-buried ruin structure or derelict station appears on scan

That result is immediately useful. It does not force a combat scene. It does not require a disaster. It gives the Director something concrete and setting-rich to place in front of the crew.

The Director narrates it this way:

The run has been rough for the last hour. Sensor returns have come in dirty, and the lane feels slightly off compared to the purchased chart. Then Apollo, on the sensors, catches a structure drifted half inside a debris belt and half hidden behind frozen wreckage. It is too regular to be natural and too old to belong to any current traffic authority. The station, if it is a station, should not still be showing power—but one section is.

Now the crew has a choice.

They can:

- ignore it and continue
- slow for a scan
- investigate for salvage
- attempt contact
- assume it is a trap
- or decide that no profitable crew ever got rich by flying past mysteries forever

The failed travel roll has not simply delayed them. It has changed the shape of the journey.

Step Six: Pirate Check

Because a Route Encounter already occurred, there is **no Pirate roll**.

That matters. The route itself has already provided the event for this leg of travel. The ship does not also need pirates stacked on top of it unless the Director wants a more extreme session.

Final Result

The crew does not arrive at Fandri cleanly.

Instead, the route pushes a decision in front of them: a drifting ruin, a possible salvage opportunity, a possible trap, and a likely source of trouble if ignored too carelessly.

A Second, Faster Example

A smuggler corvette called the **Blackrunner** attempts an **Extreme Black Route** toward Gehenna.

Its modifiers are brutal:

- **Extreme**: **−20**
- **Black Route**: **−20**
- low signature and cautious running help pirate pressure later, but do not make the route itself kinder
- the ship's advanced systems grant **+10**
- the pilot is excellent at **72%**
- ship **Complexity** is **−20**

Final travel chance:

72 − 20 − 20 + 10 − 20 = 22%

The pilot rolls **19**.

Success.

Not elegant success. Not comfortable success. But success.

The ship arrives.

Because no Route Encounter occurred, the Director now checks for pirates. Since the route is **Black**, pirates appear on **1–3** on **1d10**.

The Director rolls **6**.

No pirate contact.

The result is simple: the ship makes the run. That alone feels like an accomplishment, because the route was severe enough that clean arrival matters.

Signature, Scanning, and Cloaking

A ship's **Signature** is how easy it is to detect, track, and identify at range. It reflects engine emissions, power leakage, hull profile, sensor echo, broadcast discipline, active systems, and all the other ways a vessel announces its presence whether it means to or not.

Some ships are simply obvious. A freighter with hot drives and a bulky hull is hard to miss. A patrol ship running openly wants to be seen. A stealth courier, a black-runner, or a carefully tuned interceptor may be far harder to pick out cleanly, especially if it is trying not to be noticed.

Scanning is the act of reading the space around the ship clearly enough to distinguish real contacts from noise, gain useful information, and hold a target long enough for that information to matter.

Cloaking is an active attempt to reduce or distort a ship's visible presence. Some cloaks bend emissions. Some break up the ship's signature into false returns. Some interfere with lock quality rather than full detection. Others are so advanced that they seem to erase a vessel until something goes wrong.

These three elements should work together simply and predictably.

Signature Categories

Starships use four Signature categories:

- **Low**
- **Normal**
- **High**
- **Extreme**

A ship's Signature is listed in its stat block. This is its ordinary detectable presence when not using a cloak or some other special masking system.

As a general rule:

- **Low Signature** ships are difficult to detect cleanly and harder to identify at range
- **Normal Signature** ships are ordinary traffic
- **High Signature** ships are easy to detect
- **Extreme Signature** ships are impossible to ignore unless something more important is happening nearby

The Scan Test

When a ship attempts to detect, identify, or hold a contact, make a **Notice** test. If the scanning ship relies heavily on advanced systems, the Director may allow **Computer Mind** instead. In unusual cases involving alien, relic, shard, or Verge phenomena, **Scholar** may be appropriate, but only when technical understanding matters more than ordinary sensor use.

Roll:

d100 ≤ modified Notice

The result of this test answers one of three questions:

- do you detect the contact at all
- do you identify what it is
- do you hold it well enough for lock, pursuit, or tactical use

Signature Modifiers to Scanning

Apply the following modifier based on the target ship's Signature:

- **Low Signature:** −10 to scan
- **Normal Signature:** +0
- **High Signature:** +10 to scan
- **Extreme Signature:** +20 to scan

This modifier reflects how easy the target is to pick out under ordinary conditions.

Situational Scan Modifiers

The Director should also apply obvious conditions.

Examples:

- clear lane, good sensor conditions: **+10**
- debris clutter, route interference, storm distortion, or emission confusion: **−10**
- heavy interference, combat chaos, Verge contamination, or deliberate masking: **−20**
- active target lock from a previous round: **+10**
- damaged sensors: **−10** or worse

These stack with Signature normally.

Degrees of Scan Success

A successful scan does not always give the same amount of information.

Narrow Success

You detect the target and confirm that it is real.

Strong Success

You gain useful details:

- ship class
- approximate size
- bearing and movement
- whether weapons are hot
- whether the ship is damaged
- whether it is running with unusual emissions
- or another immediately useful fact

Very Strong Success

You gain a clean tactical read. This may support:

- **Target Lock**
- better pursuit positioning
- recognition of weak systems
- confirmation that the contact is masked, decoyed, or cloaked
- or other scene-relevant advantages

Failed Scans

A failed scan does not always mean there is nothing there.

It may mean:

- the contact is lost in clutter
- the reading is too weak to confirm
- the ship is masked or distorted
- the scan is late or incomplete
- the reading is confused with other traffic
- or the crew knows something is there but cannot yet trust the board

That ambiguity is valuable in play.

Cloaking

A **Cloak Field** is an active system. It does not change the ship's base Signature permanently. Instead, it interferes with how the ship is detected while active.

A cloaked ship is not truly invisible unless a specific entry says so. Most cloaks do one or more of the following:

- reduce apparent Signature
- impose penalties on scans
- impose penalties on attack rolls
- make clean target lock difficult

- create false readings or delayed readings

Basic Cloak Rule

While a **Cloak Field** is active, apply the following:

- the ship's effective Signature is treated as **one step lower**
- scans against it suffer an additional **−10**
- attacks against it suffer **−10** unless the attacker already has a clean lock

If a ship is already **Low Signature**, a cloak does not reduce it below that category, but it still imposes the extra **−10** to scan and attack.

Holding a Cloaked Contact

A cloaked ship may still be detected, but detection is not the same as control.

To gain a usable tactical solution against a cloaked ship, the scanning ship must:

- detect it
- identify it cleanly enough to track
- and usually achieve a strong success or a follow-up **Target Lock**

Without that, the attacker may know something is there while still lacking a clean shot.

Cloaks and Combat

Cloaks matter most at the start of an engagement, during repositioning, or when one ship is trying to break contact.

In combat:

- a cloaked ship is harder to scan
- harder to lock
- and harder to hit cleanly

However, cloaks are not magic excuses for safety. A ship that fires, takes damage, overloads its systems, or blunders through clear sensor conditions may still be found and punished.

The Director may rule that obvious aggressive activity gives the scanner:

- **+10** to detect or hold the cloaked ship for the round
  or
- temporarily negates part of the cloak's advantage

This is especially appropriate for:

- heavy weapon discharge
- shield bloom
- drive flare
- bad damage
- unstable power output
- or a reckless pilot who mistakes stealth for invulnerability

Target Lock Against Cloaked Ships

If a ship wants a clean firing solution against a cloaked target, it should first obtain a successful scan, then use **Target Lock** as normal.

A successful **Target Lock** against a cloaked ship does not necessarily cancel the cloak entirely, but it does mean the attacking ship has forced enough sensor discipline and prediction into the exchange to matter. At that point, the usual cloak penalties to attack may be reduced or ignored for that one attack, at the Director's discretion.

Signature Bloom

A ship may also become easier to detect than normal.

This is called **Signature Bloom**. It may happen because of:

- drive trauma
- bad emergence
- reactor overload
- combat damage

- unstable cloak behavior
- Verge contamination
- or any other event that makes the ship far louder on the board than it should be

When Signature Bloom occurs, raise the ship's effective Signature by one step for as long as the condition lasts. If it is already at **Extreme**, instead apply **+10** to all scans and locks against it until the problem is corrected.

Summary

In practical play:

- **Signature** tells you how naturally visible a ship is
- **Scanning** is the test that detects, identifies, and tracks it
- **Cloaking** reduces visibility and interferes with clean tactical control

Use **Notice** for most scan work, apply the target's Signature modifier, then add situational conditions and any cloak penalties. A successful scan tells the crew what is out there. A strong scan tells them enough to matter. A lock turns that information into action.

Chapter Fifteen: Star Routes & the Lanes Between Worlds

No world stands alone. Even the hidden ones live in relation to movement—routes known, routes denied, routes smuggled, routes haunted, routes spoken of only in dockside whispers by captains too tired or too drunk to care who overhears.

In a setting of heroic star-faring adventure, worlds matter, but so do the roads between them. The great powers control lanes. Traders cultivate alternates. Pirates carve shadows through weak patrol zones. Mystics talk of currents no chart can hold. Salvagers pass through fields of dead metal where ordinary navigators see only ruin. The galaxy is not empty distance. It is a geography of passage.

To move through it is to gamble with law, weather, fuel, reputation, and fate.

This chapter provides the major travel patterns of the Known Sphere: the Imperial lanes, Sanctuary's trade web, BOT-space approaches, the edges of the Galactic Junk Yard, pirate approaches toward Shadow, and the dangerous frontier reaches near Gehenna and Necros.

Travel in the Known Sphere

Most captains speak of routes in three categories:

Secure Routes — patrolled, regulated

Controlled Routes — charted, with check points, and often taxed.
Grey Routes — usable but unstable, politically uncertain, or only partly protected.
Black Routes — smuggling lanes, pirate cuts, salvage corridors, ruin approaches, or routes only fools, specialists, or heroes keep flying.

A voyage's danger depends not only on distance, but on who claims the corridor, what environmental phenomena mark it, whether the local charts are honest, and what sort of cargo the ship carries.

A pilgrim transport, a military courier, a pleasure yacht, a salvage tug, and a pirate skiff can all leave the same world and face entirely different realities before the next dawn-cycle.

The Imperial Lanes

The **Terran Imperial Lanes** form the most disciplined travel web in the setting. They link Terra, Haven, Prism, Thanus, Invernus, and Scourge under the umbrella of Terran oversight, with starport regulation enforced through the three great Imperial ports: **Crownport**, **Iron Gate Station**, and **White Dune Port**.

These lanes are relatively safe if one travels legally, submits to inspection, pays duties, and does not attract political interest. They are considerably less safe if one carries contraband, lacks clean identity papers, has mutant or C'Croach associates in tow, or appears too independent for an Imperial official's taste.

The lanes themselves are busy with naval patrol craft, customs corvettes, ore haulers, military troop carriers, escorted grain transports, bureaucratic courier vessels, and licensed merchant shipping. Their danger rarely feels chaotic. It feels procedural.

Ships may be held for inspection for reasons so minor they become insulting. Cargo can vanish into "review." Passengers may be separated and questioned. Warrants appear in transit with

unsettling efficiency. A captain who insults the wrong customs clerk at White Dune may find the ship's legal life quietly ruined three systems later.

Yet many captains still prefer Imperial lanes, because known control is often safer than unknown space. A smuggler may curse the Empire and still choose an Imperial route over a storm track near Shoq or a salvage cut through Junk Yard shadow.

Major Imperial Route Spine

Terra ↔ Haven ↔ Thanus ↔ Prism ↔ Invernus ↔ Scourge

This is the central body of Imperial traffic. Terra radiates authority. Haven feeds and softens the core. Thanus and Prism harden it with industry and frontier oversight. Invernus and Scourge strain it with concealment and imperfect obedience.

Common Imperial Travel Scenes

- customs inspections
- military convoy crossings
- patrol shadowing
- forged permits
- aristocratic travel privilege
- prison transport
- labor movement under guard
- diplomatic tension disguised as procedure

Director Use

Use Imperial lanes when you want pressure without randomness. Trouble here has signatures, seals, ranks, and consequences.

The Concordian–Nirvanan–Sanctuarian Cultural Corridor

If the Imperial lanes are a mailed fist, the route linking **Concordia**, **Nirvana**, **Sanctuary**, and often **Amber** is the silk glove that may also hide a knife.

This corridor is dense with passenger traffic, cultural exchange, diplomatic travel, art movement, healing journeys, leisure voyages, merchant contracts, and discreet political maneuvering. It is one of the most civilized-feeling stretches of the Known Sphere, but not because it lacks danger. It lacks obvious danger.

Passenger liners, courier yachts, clinic transports, artist caravels, broker ships, and light commercial haulers move constantly through these routes. Noble houses, charitable institutions, performance troupes, trade blocs, reform movements, intelligence services, and private fixers all have business here. A person can vanish in these lanes without a shot fired—through debt, seduction, scandal, paperwork, quiet blackmail, or the simple power of a better-connected enemy.

Major Cultural-Trade Route

Concordia ↔ Nirvana ↔ Sanctuary ↔ Amber

This route is the great living artery of sophisticated human worlds, though Charm sometimes intersects via specialist arcane traffic.

Common Corridor Travel Scenes

- pleasure voyages with hidden agendas
- diplomatic passengers under false names
- medical transfers
- art theft and cultural espionage
- contract disputes in transit
- celebrity trouble
- romantic complications turning politically dangerous

Director Use

Use this corridor when you want elegance, intrigue, identity play, and the feeling that politeness is only another kind of weapon.

Director Use

Use Charm routes when you want wonder mixed with unease. The ship itself should begin to feel like a ritual space.

The Charm Arc

The route to **Charm** is well traveled by scholars, mages, ritual specialists, apprentices, petitioners, and those who wish to purchase services that cannot be obtained elsewhere. It also carries smugglers, relic-seekers, frauds, and frightened people with sealed boxes.

Charm sits slightly askew from ordinary commercial logic. A captain does not always take a Charm contract for the same reasons they would take a Sanctuary one. Payment may be excellent, but so may the risks of carrying cursed cargo, offended ritual specialists, or passengers who insist on speaking to the void through the porthull at certain hours.

Traffic to and from Charm often intersects the human cultural corridor, especially with Sanctuary and Concordia. Routes from Amber also exist for elite magical tourism, illicit acquisition, and private patronage.

Common Charm Route Scenes

- warded cargo holds
- prophetic passengers
- magical quarantine
- suspiciously alive relics
- rival schools trying to intercept an apprentice
- rituals performed during transit for “safe arrival”

The BOT-Space Approaches

The approaches to **Varga**, **Cobalt**, and **Dallon** are among the cleanest and most tightly controlled route systems in the setting, but “clean” does not mean easy. BOT-space traffic operates according to machine priorities: efficiency, identification, purpose verification, route discipline, and system trust.

Authorized traffic can pass with astonishing smoothness. Unauthorized or ambiguous traffic can be delayed, boxed, scanned, challenged, redirected, or quietly tagged for problems that only become visible later.

The closer one flies to Varga, the more the route environment feels curated. Signal discipline tightens. Navigation updates become frequent and precise. Patrol craft are efficient rather than theatrical. Dallon approaches are busiest with fabrication and industrial traffic. Cobalt approaches feel the most military and least forgiving.

To organics, BOT-space can feel unnervingly polite. To BOT errants, it may feel like flying through the memory of obedience.

BOT Route Spine

Varga ↔ Dallon ↔ Cobalt, with outward connections toward Sanctuary, Xam-border salvage regions, and select human trade worlds

Common BOT Route Scenes

- identity verification challenges
- recall notices for errant BOT passengers
- machine legal disputes
- precision docking under rigid protocol

- encrypted cargo review
- “routine” route alterations with unclear purpose

Director Use

Use BOT approaches when you want order that feels alien, pressure without bluster, and the possibility that the ship’s systems know more than the crew does.

The Galactic Junk Yard Fringe

The **Galactic Junk Yard** is not one tidy field of debris but a sprawling and shifting region of dead ships, station remains, broken freight structures, discarded military hulls, fractured habitats, drifting metal reefs, and uncounted relics from old conflict, collapse, or abandonment. It borders the general area of **Xam** and presses near the outskirts of BOT-space, making it one of the most dangerous and lucrative route regions in the setting.

Some captains treat the Junk Yard as a maze. Others treat it as a living thing with moods. Both groups lose ships.

Navigation through the Junk Yard is equal parts chart skill, instinct, luck, and local knowledge. Safe paths drift. New wreck clusters form. Old passageways collapse into kill-boxes of metal and magnetic distortion. Hidden pirate caches, salvage claims, dead beacons, false distress calls, and relic traps all add human danger to environmental chaos.

At its best, the Junk Yard offers fortunes in salvage, lost archives, prototype hardware, and forgotten vessels still holding sealed cargo. At its worst, it swallows ships whole and leaves only a name in somebody else’s bar story.

Principal Junk Yard Access Worlds

Xam, edge approach from **BOT-space**, fringe access from independent salvagers

Common Junk Yard Travel Scenes

- threading impossible wreck channels
- boarding derelicts that should not still have power
- disputes over salvage rights
- false beacon traps
- drifting war relics
- hidden pirate watch-posts
- vacuum horror without needing full horror tone

Director Use

Use the Junk Yard whenever you want raw adventure, salvage tension, environmental peril, and the sense that the galaxy’s past is physically in the way.

Pirate Routes Toward Shadow

No official chart labels the pirate approaches to **Shadow** as such, but countless captains know them in practice. These black routes are spread through weakly patrolled stretches, false registries, rerouted cargo identities, dead transponder corridors, and covert relay points maintained by pirate coalitions, criminal houses, or their paid “independent” partners.

A ship entering Shadow traffic rarely does so by accident.

The approaches are not always violent. In fact, the most successful pirate routes are often the ones least marked by obvious blood. Captains disappear through debt webs, service contracts, “temporary safe harbors,” or invitations they were fools to accept. There are, of course, raider cuts as well: brutal, fast, and direct. But Shadow’s true strength is not brute force alone. It is criminal sophistication.

Routes from **Amber**, **Sanctuary**, and distant fringe worlds may all hide covert approaches toward Shadow. Some noble pleasure traffic is quietly linked to the world. Some pirate wealth returns to it in luxury. Some stolen ships are reborn there under names no court will ever unwind.

Common Shadow Route Scenes

- suspiciously smooth docking invitations
- false distress ships used as lures
- gentleman-pirates with exquisite manners
- covert banking transfers
- captains asked to carry one sealed passenger too many
- invitations to private estates no one declines safely

Director Use

Use Shadow approaches when you want danger wrapped in glamour, predation that knows etiquette, and routes where everyone is lying but some lies are very expensive.

Frontier Lanes Near Necros

The routes toward **Necros** thin quickly. Traffic there is sparse, often specialist, and not always eager to discuss why it is traveling. funerary delegations, relic-seekers, scholars of forbidden topics, covert buyers, private mourners, and mercenary escorts all use the approaches, but no one mistakes Necros traffic for ordinary commerce.

The route environment itself contributes to the world's reputation. Long dark transits, signal irregularity, old beacon gaps, and low-volume traffic create an isolating feel before a ship even arrives. Pilots speak more quietly in these lanes. Crew superstitions multiply.

None of this necessarily means the routes are haunted. But they are lonely, and loneliness grows stories.

Common Necros Route Scenes

- long silent travel with little traffic contact
- transport of funerary relics
- sealed holds and grieving passengers
- route beacons that answer late
- scholarly expeditions growing frightened en route
- rumors that another ship is pacing yours just off scan

Director Use

Use Necros routes when you want tension through atmosphere, sparse contact, and the sense of entering a region that asks for lowered voices.

Frontier Lanes Near Gehenna

Routes to **Gehenna** are less established and much more dangerous. No lasting stable travel web exists there in the same way it does between major settled worlds. Each expedition, survey run, relic mission, illegal recovery venture, or academic pilgrimage tends to assemble its own route logic based on partial charts, past survivors, purchased coordinates, rumor, and optimism.

This makes Gehenna transit ideal for campaigns of uncertain approach. The danger may begin long before landing: disputed coordinates, phantom signals, rival expeditions, strange sensor behavior, unstable route markers, and the unnerving possibility that something on the destination world is affecting traffic patterns before arrival.

Even experienced captains tend to treat Gehenna jobs as high-risk work. The promise of relic wealth,

historical revelation, or personal fame drives such voyages more than practicality does.

Common Gehenna Route Scenes

- patchwork charts assembled from dubious sources
- rival expedition ships tailing one another
- unexplained sensor interference
- passengers who know too much or too little
- route markers found where none should be
- moral conflict over who gets to claim a discovery

Director Use

Use Gehenna approaches when you want true expedition tone—uncertainty, wonder, fear, competition, and the feeling that arrival itself may count as survival.

Shoq Storm Lanes

Not all dangerous routes are politically dangerous. The lanes around **Shoq** are hazardous because the world's constant bio-electrical violence reaches outward into navigation, communications, and ship handling. Specialized pilots, insulated craft, shielded systems, and route timing matter greatly here.

Traffic around Shoq is therefore highly stratified. Specialists earn well. Amateurs die or limp home. Some captains take Shoq-adjacent jobs precisely because fewer rivals want them. Others refuse all such contracts regardless of pay.

Storm lanes are perfect for action-heavy sequences: damaged ship systems, manual piloting, partial power, lightning sheeting across hull plating, and the sense that nature itself is trying to tear the vessel open.

Director Use

Use Shoq lanes when you want physical hazard, heroic piloting, and storms vast enough to feel mythic.

Route Quality at a Glance

For ease of play, think of route quality in tone terms:

Secure Routes
Reliable charts, regular traffic, known law, lower environmental volatility.
Examples: core Imperial lanes, major Sanctuary routes, much of the Concordia–Nirvana corridor.

Controlled Routes
Safe if legitimate; tense if suspect.
Examples: BOT-space approaches, Imperial checkpoint zones, Charm-bound traffic with regulated cargo.

Grey Routes
Useable but unstable, lightly patrolled, politically murky, or dependent on local knowledge.
Examples: Scourge corridors, Malador passes in void form, Fandri freight lanes, Xam salvage approaches.

Black Routes
Smuggler cuts, pirate corridors, storm paths, ruin approaches, shifting salvage lanes.
Examples: Shadow approaches, Junk Yard threading, Gehenna runs, some Shoq routes.

Make the Voyage Matter

A voyage should not feel like an empty cut between planets unless you deliberately want that effect.

On the way to Sanctuary, let the passengers tell you what kind of world it is before the ship docks.
On the way to Thanus, let ore dust already be in the vents from previous freight use.
On the way to Shadow, let one very elegant stranger know too much about everyone's itinerary.
On the way to Gehenna, let the charts disagree with one another in ways no one can fully explain.
On the way to Shoq, let the crew secure everything twice and still not believe it is enough.

The route prepares the tone of the world ahead. In a space-opera setting, travel is not a pause in the story. It is where scale, danger, romance, and dread all have room to breathe.

Voyage Pairings for Campaign Use

These route pairings naturally support strong One-on-One adventures:

Terra ↔ Scourge
Empire, mutation, border tension, hidden agendas, military pressure.

Sanctuary ↔ Amber ↔ Shadow
Luxury, vice, blackmail, pirate finance, smiling danger.

Concordia ↔ Nirvana ↔ Charm
Culture, spiritual drift, magic, diplomacy, hidden emotion.

Xam ↔ Varga/Dallon Fringe
Salvage, machine politics, errant BOT stories, dangerous finds.

Thanus ↔ Fandri ↔ Malador
Ore, labor, rugged travel, route conflict, industrial desperation.

Necros ↔ Gehenna
Expedition horror, old truths, relic pursuit, solemn mystery.

Jade ↔ Shoq
Wild survival, science in danger, weather heroics, impossible extraction.

The Galaxy as a Living Road

A map of the Known Sphere is not merely a pattern of stars and worlds. It is a web of desire.

Empires desire control.
Merchants desire movement.
Pirates desire weakness.
Mystics desire meaning.
Salvagers desire what others left behind.
Exiles desire a place where no one knows their old name.

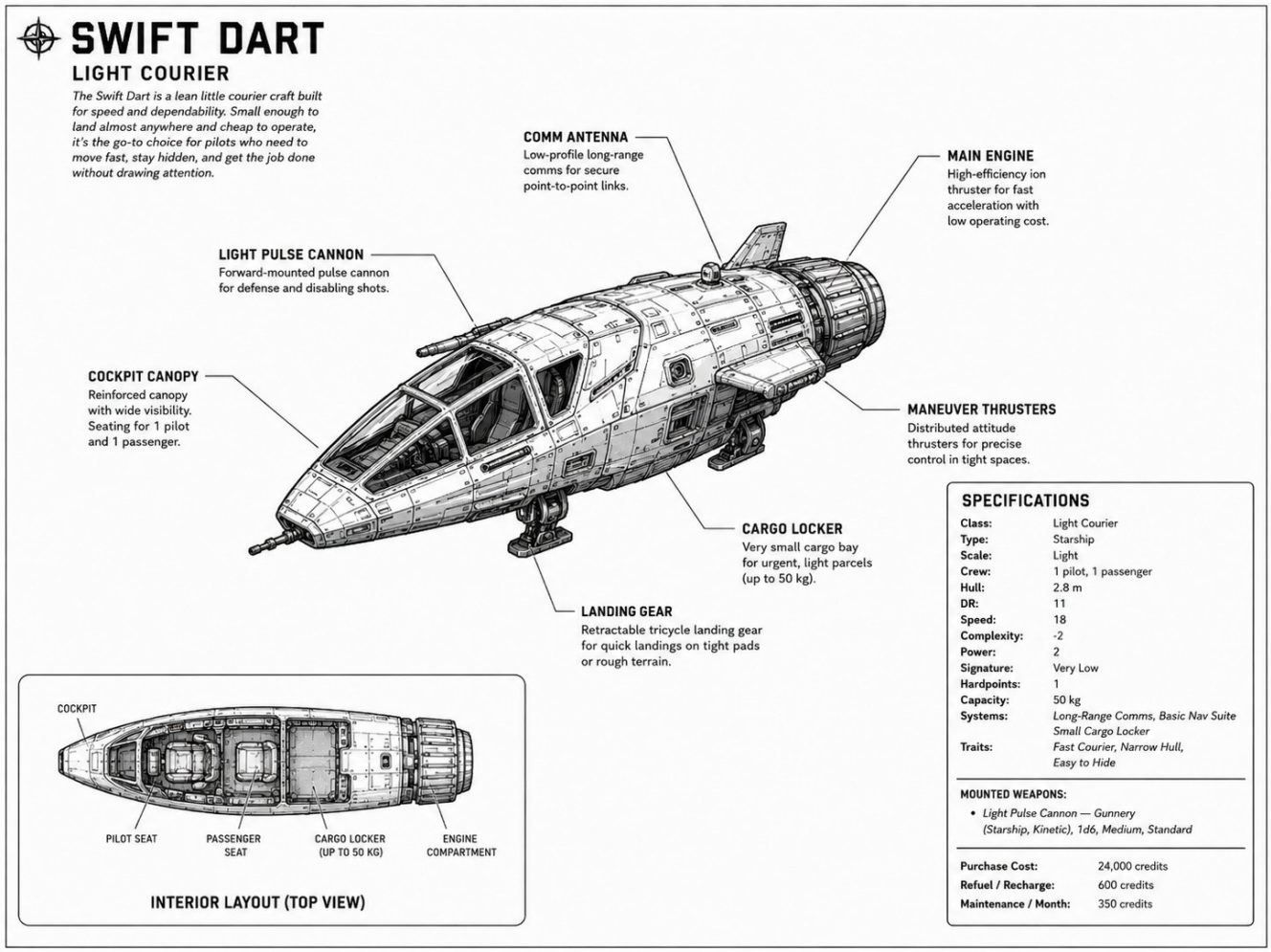
Every lane carries all of this. Every starport is a promise and a threat. Every jump between worlds asks the same old questions in a different voice:

Who are you when you are in transit?
What follows you between suns?
And when the ship descends at last, what have you brought with you that the next world will not survive untouched?

Chapter Sixteen: Starships of Beyond the Milky Way

Common Player Starships

Swift Dart


SWIFT DART
LIGHT COURIER
The Swift Dart is a lean little courier craft built for speed and dependability. Small enough to land almost anywhere and cheap to operate, it's the go-to choice for pilots who need to move fast, stay hidden, and get the job done without drawing attention.
COMM ANTENNA
Low-profile long-range comms for secure point-to-point links.
MAIN ENGINE
High-efficiency ion thruster for fast acceleration with low operating cost.
LIGHT PULSE CANNON
Forward-mounted pulse cannon for defense and disabling shots.
COCKPIT CANOPY
Reinforced canopy with wide visibility. Seating for 1 pilot and 1 passenger.
MANEUVER THRUSTERS
Distributed attitude thrusters for precise control in tight spaces.
CARGO LOCKER
Very small cargo bay for urgent, light parcels (up to 50 kg).
LANDING GEAR
Retractable tricycle landing gear for quick landings on tight pads or rough terrain.
COCKPIT
PILOT SEAT
PASSENGER SEAT
CARGO LOCKER (UP TO 50 KG)
ENGINE COMPARTMENT
INTERIOR LAYOUT (TOP VIEW)
SPECIFICATIONS
Class: Light Courier
Type: Starship
Scale: Light
Crew: 1 pilot, 1 passenger
Hull: 2.8 m
DR: 11
Speed: 18
Complexity: -2
Power: 2
Signature: Very Low
Hardpoints: 1
Capacity: 50 kg
Systems: Long-Range Comms, Basic Nav Suite, Small Cargo Locker
Traits: Fast Courier, Narrow Hull, Easy to Hide
MOUNTED WEAPONS:
• Light Pulse Cannon — Gunnery (Starship, Kinetic), 1d6, Medium, Standard
Purchase Cost: 24,000 credits
Refuel / Recharge: 600 credits
Maintenance / Month: 350 credits

Class: 1 - Light Courier
Type: Starship
Crew: 1 pilot
Hull: 24
DR: 1
Speed: 9
Complexity: −10
Power: 5
Signature: Low

Hardpoints: 1
Capacity: 1 pilot, 1 passenger, light cargo locker
Systems: Long-Range Comms, Basic Nav Suite
Traits: Fast Courier, Narrow Hull, Cheap to Run

Mounted Weapons:

- Light Pulse Cannon — Gunnery, [Starship, Kinetic], 2d6, Medium, Standard

Purchase Cost: 82,000 credits
Refuel / Recharge: 1,400 credits
Maintenance / Month: 1,900 credits

The **Swift Dart** is a lean little courier hull built for speed and dependable short-haul interstellar work. It has just enough room for a second person if they travel light and complain quietly. It is common among messengers, scouts, freelancers, and small operators who need a real starship but cannot afford much elegance.

Dust Kite

Class: 1 - Shuttle
Type: Starship
Crew: 1 pilot / 2 standard
Hull: 28
DR: 1
Speed: 7
Complexity: +0
Power: 5
Signature: Normal
Hardpoints: 1
Capacity: 4 passengers or small cargo pallet
Systems: Docking Clamps, Surface Landing Gear
Traits: Utility Shuttle, Atmosphere-Capable, Honest Workhorse

Mounted Weapons:

- Nose Repeater — Gunnery, [Starship, Kinetic], 2d6, Near–Medium, Forward Arc

Purchase Cost: 74,000 credits
Refuel / Recharge: 1,250 credits
Maintenance / Month: 1,700 credits

The **Dust Kite** is the sort of shuttle found on freight decks, local routes, private contracts, and frontier pads where practicality matters more than style. It is not glamorous and never pretends to be. It lands well, carries enough, and keeps working if treated with a little respect.

Lantern Jack

Class: 1 - Light Fighter
Type: Starship
Crew: 1 pilot
Hull: 26
DR: 1
Speed: 10
Complexity: −10
Power: 5
Signature: Low
Hardpoints: 2
Capacity: 1 pilot, survival kit, tiny storage locker
Systems: Combat HUD, Ejection Pod
Traits: Single-Pilot Hull, Quick Strike Craft, Tight Cockpit

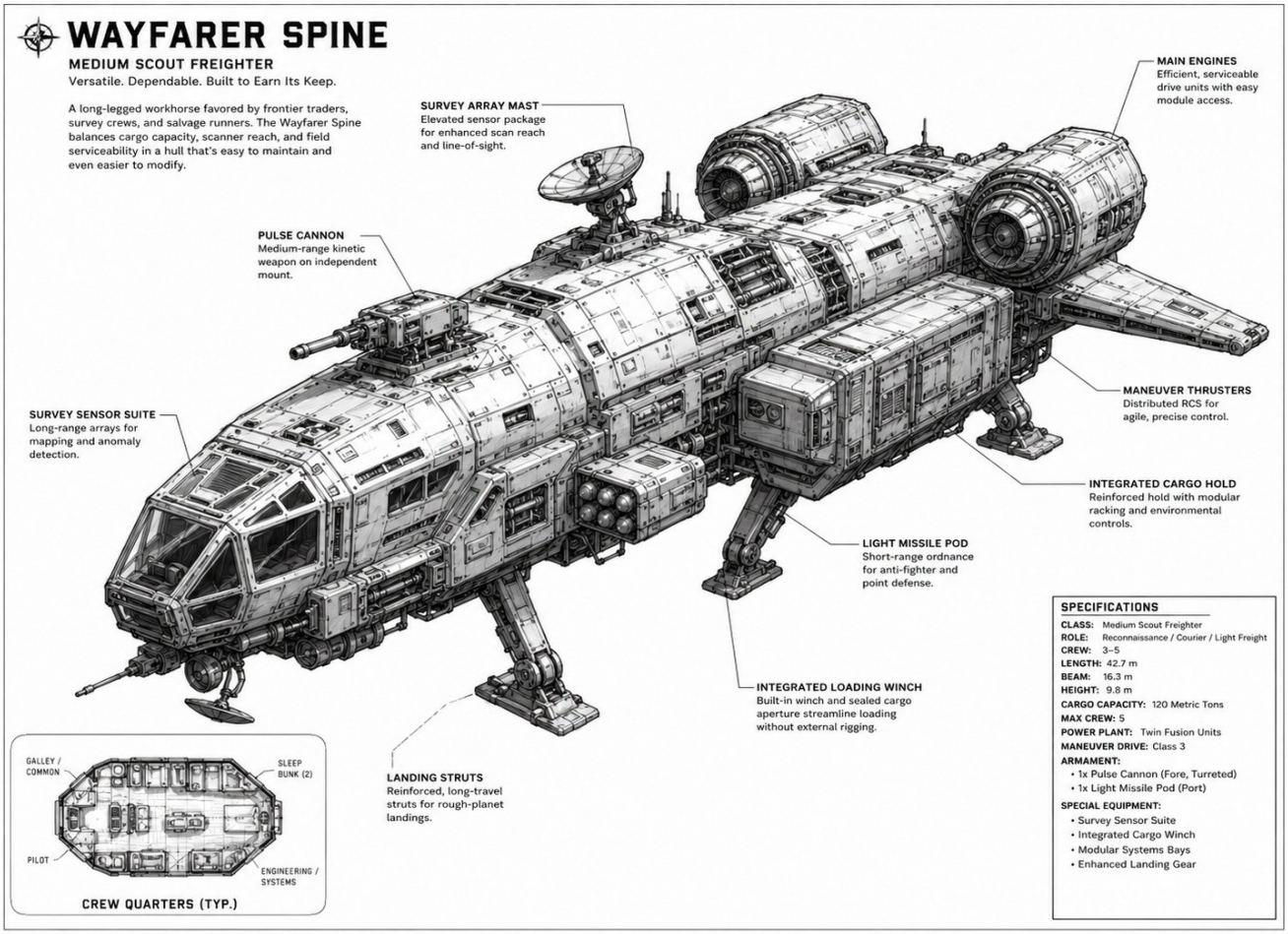
Mounted Weapons:

- Twin Pulse Cannons — Gunnery, [Starship, Kinetic], 2d6+2, Medium, Linked Battery
- Light Missile Rack — Gunnery, [Starship, Explosive], 3d6, Far, Reload 1

Purchase Cost: 105,000 credits
Refuel / Recharge: 1,900 credits
Maintenance / Month: 2,600 credits

The **Lantern Jack** is a common light attack craft. It is fast, cramped, and built for short ugly fights rather than comfort. Private security crews, planetary militias, freelance pilots, and less reputable operators all make use of them. It is a good ship for a pilot who wants something with teeth but not too much overhead.

Wayfarer Spine


WAYFARER SPINE
MEDIUM SCOUT FREIGHTER
Versatile. Dependable. Built to Earn Its Keep.
A long-legged workhorse favored by frontier traders, survey crews, and salvage runners. The Wayfarer Spine balances cargo capacity, scanner reach, and field serviceability in a hull that's easy to maintain and even easier to modify.
SURVEY ARRAY MAST
Elevated sensor package for enhanced scan reach and line-of-sight.
MAIN ENGINES
Efficient, serviceable drive units with easy module access.
PULSE CANNON
Medium-range kinetic weapon on independent mount.
SURVEY SENSOR SUITE
Long-range arrays for mapping and anomaly detection.
MANEUVER THRUSTERS
Distributed RCS for agile, precise control.
INTEGRATED CARGO HOLD
Reinforced hold with modular racking and environmental controls.
LIGHT MISSILE POD
Short-range ordnance for anti-fighter and point defense.
INTEGRATED LOADING WINCH
Built-in winch and sealed cargo aperture streamline loading without external rigging.
LANDING STRUTS
Reinforced, long-travel struts for rough-planet landings.
GALLEY / COMMON
SLEEP BUNK (2)
PILOT
ENGINEERING / SYSTEMS
CREW QUARTERS (TYP.)
SPECIFICATIONS
CLASS: Medium Scout Freighter
ROLE: Reconnaissance / Courier / Light Freight
CREW: 3–5
LENGTH: 42.7 m
BEAM: 16.3 m
HEIGHT: 9.8 m
CARGO CAPACITY: 120 Metric Tons
MAX CREW: 5
POWER PLANT: Twin Fusion Units
MANEUVER DRIVE: Class 3
ARMAMENT:
• 1x Pulse Cannon (Fore, Turreted)
• 1x Light Missile Pod (Port)
SPECIAL EQUIPMENT:
• Survey Sensor Suite
• Integrated Cargo Winch
• Modular Systems Bays
• Enhanced Landing Gear

Class: 2 - Scout Freighter
Type: Starship
Crew: 2 minimum / 4 standard
Hull: 38
DR: 2
Speed: 6
Complexity: −10
Power: 6
Signature: Normal
Hardpoints: 2
Capacity: 8 passengers, modest cargo hold
Systems: Survey Sensors, Cargo Winch
Traits: Frontier Trader, Long-Legged, Easy to Modify

Mounted Weapons:

- Pulse Cannon — Gunnery, [Starship, Kinetic], 2d6+2, Medium, Standard
- Light Missile Pod — Gunnery, [Starship, Explosive], 3d6, Far, Reload 1

Purchase Cost: 168,000 credits
Refuel / Recharge: 3,200 credits
Maintenance / Month: 4,100 credits

The **Wayfarer Spine** sits right at the edge of what many small crews can afford and maintain. It is a favorite among frontier traders, survey contractors, salvage runners, and players who want a ship that can actually carry people and cargo without turning into a floating liability. It has room to grow into whatever kind of life the crew chooses.

Commonly Encountered Vehicles and Ships

Terran Warren Patrol Crawler

Type: Ground Vehicle
Scale: Medium
Crew: 2 minimum / 4 standard
Hull: 42
DR: 3
Speed: 4
Complexity: −10
Power: 2
Hardpoints: 2
Systems: Riot Cage, Internal Comms Grid
Traits: Urban Patrol, Intimidation Chassis, Imperial Issue
Capacity: 8 detainees or 6 troopers
Mounted Weapons:

- Light Pulse Turret — Gunnery, [Vehicle, Kinetic], 2d6, Near, Suppression

Purchase Cost: 48,000 credits
Refuel / Recharge: 350 credits
Maintenance / Month: 700 credits

The Terran patrol crawler is a blunt piece of municipal authority on tracks or heavy wheels, depending on district model. Broad-fronted, armored, and visibly built for warren streets, crowd pressure, and district enforcement, it is less a vehicle than a moving reminder that the Empire prefers to be obeyed before it needs to become imaginative. Civilian versions are rare; confiscated or black-market versions are prized by exactly the people the original builders would most enjoy arresting.

Asgardian War Sled

Type: Grav Vehicle
Scale: Light
Crew: 1 minimum / 2 standard
Hull: 26

DR: 2
Speed: 8
Complexity: +0
Power: 2
Hardpoints: 1
Systems: Cold-Burn Grav Drive
Traits: Fast Assault, Clan Heraldry, Open Cockpit
Capacity: rider and one passenger
Mounted Weapons:

- Forward Pulse Carbine Mount — Gunnery, [Vehicle, Kinetic], 2d6, Near, Forward Arc

Purchase Cost: 22,000 credits
Refuel / Recharge: 180 credits
Maintenance / Month: 350 credits

The Asgardian war sled is all speed, aggression, and visible pride. Its chassis usually carries heraldic markings, family crest work, or unit paint, and even civilian-owned examples often look like they might begin a fight simply out of cultural instinct. It is a favorite of scouts, outriders, raiders, and young fools trying to impress the wrong people in the right way.

Sanctuary Executive Grav-Limo

Type: Grav Vehicle
Scale: Medium
Crew: 1 driver / 1–2 security / 4 passengers
Hull: 24
DR: 1
Speed: 6
Complexity: +0
Power: 2
Hardpoints: 0
Systems: Climate Shell, Privacy Glass, Luxury Interior
Traits: Quiet Ride, Status Marker, Civilian Prestige
Capacity: 4 passengers
Mounted Weapons: none standard

Purchase Cost: 35,000 credits
Refuel / Recharge: 220 credits
Maintenance / Month: 600 credits

The executive grav-limo is not a war machine, but in the right city it carries more power than one. Sleek, polished, and built for comfort, privacy, and public status, it is common among syndics, wealthy traders, diplomats, and upper commercial houses. Most are unarmed. Many are not truly undefended.

Scourge Raider Buggy

Type: Ground Vehicle
Scale: Light
Crew: 1 minimum / 2 standard
Hull: 22
DR: 1
Speed: 7
Complexity: +0
Power: 1
Hardpoints: 1
Systems: Dust Filters, Scrap-Plated Roll Cage
Traits: Frontier Common, Easy to Repair, Loud
Capacity: 2 riders plus gear
Mounted Weapons:

- Pintle Scatter Mount — Gunnery, [Vehicle, Scatter], 2d6, Close, Area Spray

Purchase Cost: 8,500 credits
Refuel / Recharge: 90 credits
Maintenance / Month: 180 credits

The raider buggy is exactly the kind of machine born on hard worlds where necessity, salvage, and violence share workshop space. It is cheap, noisy, fast enough to matter, and simple enough to keep alive long after more sophisticated systems have failed. Whether it belongs to a clan outrider, a wasteland raider, or a desperate settler depends mostly on who painted the side panels last.

Thanus Mining Hauler

Type: Ground Vehicle
Scale: Heavy
Crew: 1 minimum / 3 standard
Hull: 58
DR: 3
Speed: 3
Complexity: −10
Power: 2
Hardpoints: 0
Systems: Cargo Clamp Arms, Dust-Sealed Cab
Traits: Industrial Heavy, Slow Climber, Load Monster
Capacity: massive ore or industrial cargo
Mounted Weapons: none standard

Purchase Cost: 42,000 credits
Refuel / Recharge: 420 credits
Maintenance / Month: 850 credits

A Thanus ore hauler is a machine of pure practical labor. Huge-wheeled or tread-heavy depending on mine district, it exists to move impossible loads across bad ground while looking utterly uninterested in elegance. In emergencies, such machines become barricades, improvised cover, convoy anchors, or the center of very unpleasant labor disputes.

Dallon Utility Walker

Type: Walker Vehicle
Scale: Medium
Crew: 1 operator
Hull: 34
DR: 2
Speed: 5
Complexity: −10
Power: 2
Hardpoints: 1
Systems: Tool Arm, Climbing Braces
Traits: Industrial Walker, Machine-World Build, Sure-Footed
Capacity: operator plus work cargo
Mounted Weapons: optional industrial or light defensive mount

Purchase Cost: 28,000 credits
Refuel / Recharge: 240 credits
Maintenance / Month: 520 credits

The Dallon walker is one of the most recognizable pieces of heavy utility equipment in machine-held industry. Angular, practical, and adaptable, it is used in yards, docks, scrapyards, reactor fields, and maintenance zones where ordinary wheels do not solve enough problems. Some military or pirate users retrofit them badly. The original machine is usually offended by this.

Concordian Road Speeder

Type: Ground / Grav hybrid light vehicle
Scale: Light
Crew: 1–2
Hull: 18
DR: 1
Speed: 8
Complexity: +10
Power: 1
Hardpoints: 0
Systems: Fast-Response Steering
Traits: Civilian Fastcraft, Stylish, Fragile
Capacity: 2 occupants
Mounted Weapons: none standard

Purchase Cost: 12,500 credits
Refuel / Recharge: 120 credits
Maintenance / Month: 260 credits

The Concordian road speeder is the kind of civilian craft that blurs practicality with vanity. Built for quick urban movement, inter-district runs, and just enough elegance to flatter the owner, it is quick, responsive, and not built to survive the sort of people who think traffic law is a suggestion. When weaponized, it becomes exactly the kind of bad decision the setting should celebrate.

Amber Resort Skiff

Type: Grav Vehicle
Scale: Light
Crew: 1 operator / 4 passengers
Hull: 16
DR: 0
Speed: 6
Complexity: +10
Power: 1
Hardpoints: 0
Systems: Auto-Balance Glide
Traits: Civilian Leisure, Quiet Motor, Decorative
Capacity: 4 passengers
Mounted Weapons: none

Purchase Cost: 9,000 credits
Refuel / Recharge: 80 credits
Maintenance / Month: 140 credits

Seen along resort belts, low urban driftways, and pleasure districts, the Amber skiff is not serious transport unless someone is very rich or very determined to appear unhurried. These craft are common enough to blend into wealth and harmless enough that criminals often underestimate how useful one can be during an escape.

Haven Agricultural Crawler

Type: Ground Vehicle
Scale: Medium
Crew: 1 operator / 2 support
Hull: 36
DR: 2
Speed: 4
Complexity: +0
Power: 1
Hardpoints: 0

Systems: Utility Tow, Climate-Sealed Cab
Traits: Workhorse, Rural Common, Field Reliable
Capacity: tools, produce, field gear
Mounted Weapons: none standard

Purchase Cost: 18,000 credits
Refuel / Recharge: 160 credits
Maintenance / Month: 320 credits

These crawlers are the sort of practical agricultural machines that never make headlines and therefore hold civilization together quietly. Tough, ordinary, and endlessly reused, they appear on temperate colonial worlds, estate lands, food belts, and settlement edges where “basic farm equipment” often becomes emergency transport during floods, raids, or evacuation.

Pirate Dust Skimmer

Type: Grav Skimmer
Scale: Light
Crew: 1 pilot / 2 raiders
Hull: 20
DR: 1
Speed: 9
Complexity: −10
Power: 1
Hardpoints: 1
Systems: Smuggling Cache, Cut-Engine Drop
Traits: Fast Ambush Craft, Illegal Refit, Hard to Trace
Capacity: 3 riders and plunder
Mounted Weapons:

- Nose Repeater — Gunnery, [Vehicle, Kinetic], 2d6, Near, Forward Arc

Purchase Cost: 15,500 credits
Refuel / Recharge: 110 credits
Maintenance / Month: 300 credits

The pirate dust skimmer is a classic raider’s machine: too fast, too low, too badly maintained, and too common in the wrong places to ever be truly surprising. These skimmers are built for short violent work—hit, cut, steal, vanish—and are often seen in pairs or packs where larger lawkeeping vehicles cannot turn quickly enough to matter.

Void Fang Interceptor

Class: 1 - Light Fighter

Type: Starship
Crew: 1 pilot

Hull: 24
DR: 1
Speed: 10
Complexity: −10
Power: 5
Hardpoints: 2
Systems: Cold-Burn Thrusters, Targeting Ghost
Traits: Fast Strike Craft, Single-Pilot Hull, Hard to Pin Down
Capacity: 1 pilot, survival kit, limited internal cache

Mounted Weapons:

- Twin Pulse Cannons — Gunnery, [Starship, Kinetic], 2d6+2, Medium, Linked Fire
- Light Missile Rack — Gunnery, [Starship, Explosive], 3d6, Far, Reload 1

Purchase Cost: 98,000 credits
Refuel / Recharge: 1,800 credits
Maintenance / Month: 2,400 credits

The **Void Fang Interceptor** is the kind of light fighter that makes merchants curse and patrol pilots sit forward in their seats. It is lean, narrow, and built around speed first, survivability second, and pilot comfort not at all. Most examples have a long needle-like nose, swept control vanes, and engine housings that glow too hot when pushed hard, which is often. The cockpit is cramped, the systems are touchy, and the whole machine feels like it wants to outrun its own frame.

Void Fangs are popular with pirates, private enforcers, ambitious raiders, and anyone who wants a ship that can make one vicious attack run and get clear before a heavier vessel can answer properly. On their own, they are dangerous. In pairs or wings, they become the kind of problem that forces bigger ships to start thinking defensively.

Red Maw Marauder

Class: 3 - Medium Raider

Type: Starship
Crew: 4 minimum / 7 standard
Hull: 58
DR: 2
Speed: 7
Complexity: −10
Power: 6
Hardpoints: 4
Systems: Boarding Clamps, Smuggler Compartments, Reactor Boost
Traits: Mid-Sized Raider, Boarding Hull, Pirate Workhorse
Capacity: 12 raiders, plunder cargo, 4 prisoners or secured high-value captives

Mounted Weapons:

- Plasma Lance — Gunnery, [Starship, Energy, Armor Piercing], 3d6, Far, Armor Piercing 2
- Port and Starboard Disruptor Turrets — Gunnery, [Starship, Point Defense], 2d6, Close, Anti-Small Craft
- Breach Pod Rack — Gunnery, [Starship, Boarding], Special, Close, Boarding Delivery

Purchase Cost: 265,000 credits
Refuel / Recharge: 4,600 credits
Maintenance / Month: 6,200 credits

The **Red Maw Marauder** is a classic pirate raider in the middle weight class: large enough to bully merchants, small enough to run when true warships arrive, and ugly enough that no one mistakes its intentions. Its hull is broad through the middle with a reinforced ventral clamp assembly, a scarred docking collar, and weapon lines arranged for pressure rather than elegance. Most carry mismatched plate sections, old patchwork sealant, and trophies or kill-marks painted where respectable crews would place registry codes.

A marauder of this sort is built for interception and boarding. It closes hard, burns a target's confidence with lance fire, then latches on once the prey is too damaged, too frightened, or too slow to prevent it. In pirate fleets, ships like the **Red Maw Marauder** are often the practical core of a raid, with light fighters screening ahead and skimmers or shuttles handling the ugly close work afterward. It is not the most feared pirate ship in the void, but it is exactly the kind most crews are actually likely to meet—and that makes it feared enough.

Cinder Mark

Class: 3 - Patrol Corvette
Type: Starship
Crew: 3 minimum / 5 standard
Hull: 44
DR: 2
Speed: 7
Complexity: −10
Power: 6
Signature: Normal
Hardpoints: 3
Capacity: 10 crew, brig closet or secure cargo room
Systems: Targeting Suite, Reinforced Airlocks
Traits: Escort Hull, Patrol Craft, Hard-Nosed Design

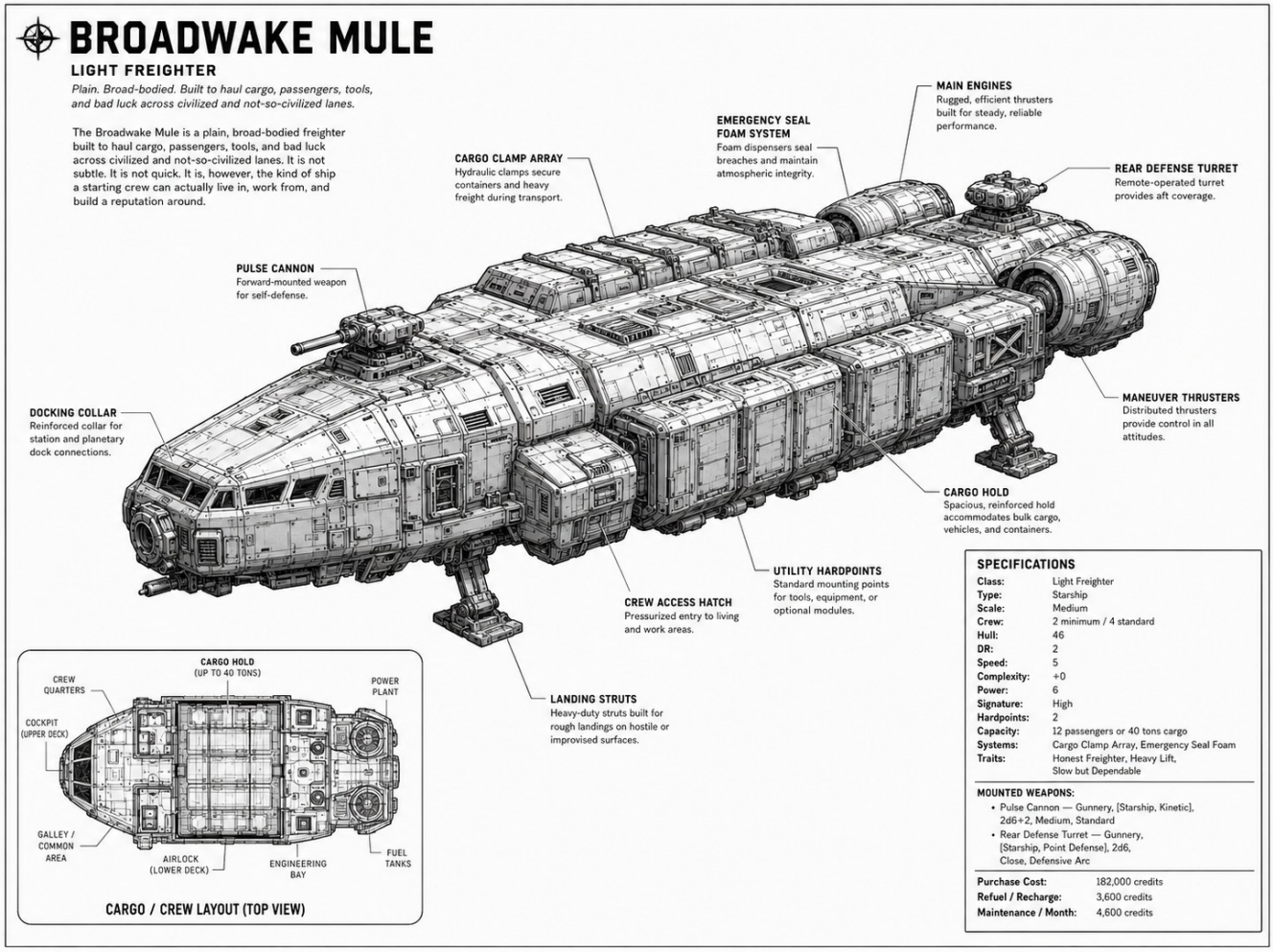
Mounted Weapons:

- Pulse Cannons — Gunnery, [Starship, Kinetic], 2d6+2, Medium, Standard
- Disruptor Turret — Gunnery, [Starship, Point Defense], 2d6, Close, Anti-Small Craft
- Boarding Pod Rack — Gunnery, [Starship, Boarding], Special, Close, Boarding Delivery

Purchase Cost: 214,000 credits
Refuel / Recharge: 3,800 credits
Maintenance / Month: 5,000 credits

The **Cinder Mark** is a solid mid-light patrol ship. It is not elegant and not especially fast for its size, but it is dependable, capable of escort work, and sturdy enough to survive trouble that would ruin lighter hulls. It suits crews who expect to see law, pirates, and bad decisions on a regular basis.

Broadwake Mule


BROADWAKE MULE
LIGHT FREIGHTER
Plain. Broad-bodied. Built to haul cargo, passengers, tools, and bad luck across civilized and not-so-civilized lanes.
The Broadwake Mule is a plain, broad-bodied freighter built to haul cargo, passengers, tools, and bad luck across civilized and not-so-civilized lanes. It is not subtle. It is not quick. It is, however, the kind of ship a starting crew can actually live in, work from, and build a reputation around.
MAIN ENGINES
Rugged, efficient thrusters built for steady, reliable performance.
EMERGENCY SEAL FOAM SYSTEM
Foam dispensers seal breaches and maintain atmospheric integrity.
CARGO CLAMP ARRAY
Hydraulic clamps secure containers and heavy freight during transport.
REAR DEFENSE TURRET
Remote-operated turret provides aft coverage.
PULSE CANNON
Forward-mounted weapon for self-defense.
DOCKING COLLAR
Reinforced collar for station and planetary dock connections.
MANEUVER THRUSTERS
Distributed thrusters provide control in all attitudes.
CARGO HOLD
Spacious, reinforced hold accommodates bulk cargo, vehicles, and containers.
UTILITY HARDPOINTS
Standard mounting points for tools, equipment, or optional modules.
CREW ACCESS HATCH
Pressurized entry to living and work areas.
LANDING STRUTS
Heavy-duty struts built for rough landings on hostile or improvised surfaces.
CARGO HOLD (UP TO 40 TONS)
CREW QUARTERS
POWER PLANT
COCKPIT (UPPER DECK)
GALLEY / COMMON AREA
AIRLOCK (LOWER DECK)
ENGINEERING BAY
FUEL TANKS
CARGO / CREW LAYOUT (TOP VIEW)
SPECIFICATIONS
Class: Light Freighter
Type: Starship
Scale: Medium
Crew: 2 minimum / 4 standard
Hull: 46
DR: 2
Speed: 5
Complexity: +0
Power: 6
Signature: High
Hardpoints: 2
Capacity: 12 passengers or 40 tons cargo
Systems: Cargo Clamp Array, Emergency Seal Foam
Traits: Honest Freighter, Heavy Lift, Slow but Dependable
MOUNTED WEAPONS:
• Pulse Cannon — Gunnery, [Starship, Kinetic], 2d6+2, Medium, Standard
• Rear Defense Turret — Gunnery, [Starship, Point Defense], 2d6, Close, Defensive Arc
Purchase Cost: 182,000 credits
Refuel / Recharge: 3,600 credits
Maintenance / Month: 4,600 credits

Class: 3 - Light Freighter
Type: Starship
Crew: 2 minimum / 4 standard
Hull: 46
DR: 2

Speed: 5
Complexity: +0
Power: 6
Signature: High
Hardpoints: 2
Capacity: 12 passengers or 40 tons cargo
Systems: Cargo Clamp Array, Emergency Seal Foam
Traits: Honest Freighter, Heavy Lift, Slow but Dependable

Mounted Weapons:

- Pulse Cannon — Gunnery, [Starship, Kinetic], 2d6+2, Medium, Standard
- Rear Defense Turret — Gunnery, [Starship, Point Defense], 2d6, Close, Defensive Arc

Purchase Cost: 182,000 credits
Refuel / Recharge: 3,600 credits
Maintenance / Month: 4,600 credits

The **Broadwake Mule** is a plain, broad-bodied freighter built to haul cargo, passengers, tools, and bad luck across civilized and not-so-civilized lanes. It is not subtle. It is not quick. It is, however, the kind of ship a starting crew can actually live in, work from, and build a reputation around.

Notable Starships

ISS Vigilant Dawn

Class: 3 - Frigate
Faction/Origin: Verge Guard exploration service; commonly associated with mixed human command, often Concordian or Sanctuarian logistical backing
Type: Starship
Crew: 3 minimum / 5 standard
Hull: 40
DR: 2
Speed: 6
Complexity: −10
Power: 6
Signature: Normal
Hardpoints: 3
Capacity: 12 passengers, 20 tons cargo, 1 shuttle bay
Systems: Deflector Shields, Survey Sensor Suite, Shard Drive
Traits: Exploration Hull, Long-Range Stores, Lawful Registry
Mounted Weapons:

- Pulse Cannons — Gunnery, [Starship, Kinetic], 2d6+2, Medium, Standard
- Missile Pods — Gunnery, [Starship, Explosive, Blast], 3d6, Far, Blast; Reload

Purchase Cost: 185,000 credits
Refuel / Recharge: 3,500 credits
Maintenance / Month: 4,200 credits

The **Vigilant Dawn** is the sort of ship frontier people recognize before they know exactly where they have seen it. Its hull lines are practical rather than elegant, with a broad forward sensor spine, reinforced survey plating, and a stance that suggests it was built to survive the sort of "routine exploration" that ends with gunfire, diplomatic problems, or both. Most examples are painted in clean Verge Guard colors when officially maintained, but long-service hulls tend to acquire patched panels, differing shade plates, and memorial markings around the docking collar.

In the setting, vessels of this class are associated with patrol-exploration work: chart correction, ruin verification, escort survey, deep-route validation, incident response, and politically inconvenient rescue missions in systems important enough to matter and neglected enough to be dangerous. The Shard-class drive core gives the hull respectable endurance and makes it a favorite for crews who expect to operate well outside immediate support.

A **Vigilant Dawn** is not a pure warship, but it is armed enough that pirates generally prefer easier prey unless they have numbers or surprise. It has a reputation as the sort of ship that arrives late, sees too much, and writes down exactly the wrong details for people who prefer events to stay unrecorded.

Corsair Drift Serpent

Class: 3 - Raider
Faction/Origin: Pirate refit; common in Shadow routes and outer smuggler lanes
Type: Starship
Crew: 4 minimum / 6 standard
Hull: 50
DR: 2
Speed: 7
Complexity: −10
Power: 6
Signature: Low
Hardpoints: 4
Capacity: 18 raiders, 10 tons plunder cargo
Systems: Cloak Field, Grav Claws, Smuggler Compartments
Traits: Boarding Ship, Stealth Plating, Pirate Reputation
Mounted Weapons:

- Disruptor Turrets — Gunnery, [Starship, Point Defense], 2d6, Close, Anti-Small Craft
- Plasma Lances — Gunnery, [Starship, Energy, Armor Piercing], 3d6, Far, Armor Piercing 2

Purchase Cost: 240,000 credits
Refuel / Recharge: 4,000 credits
Maintenance / Month: 5,600 credits

The **Corsair Drift Serpent** is exactly the kind of vessel that honest merchants describe with too much detail and not enough sleep. Long-bodied, low-signature, and usually finished in matte dark plating or sand-black coatings, it looks lean even when still. Its forward section often narrows into a predatory wedge, while the ventral boarding hardware gives it a hooked or clawed silhouette in profile. No two pirate refits are ever truly identical, but this class has become common enough that insurance clerks, convoy captains, and frightened dock officials all know the shape.

Drift Serpents are built for ambush, pressure, and theft. Their grav-claw systems are meant to hold damaged prey in place long enough for cutting teams to cross, while the cloak package lets the ship arrive at the edge of practical engagement before many traders realize the route has become a negotiation. They are particularly feared along routes where law exists mostly as a rumor carried by people who arrived too late to help.

A pirate captain with a **Drift Serpent** is announcing a preference for work that involves interception rather than prolonged fleet combat. These ships hit quickly, cripple the target, board hard, strip what matters, and vanish before anything with proper authority completes the paperwork required to pursue them.

Lyari Aethervane

Class: 3 - Frigate
Faction/Origin: Lyari crystalline design; alien but known in select arcane and diplomatic circles
Type: Starship
Crew: 3 minimum / 5 standard
Hull: 38
DR: 2
Speed: 7
Complexity: −20
Power: 6
Signature: Low
Hardpoints: 2
Capacity: 10 passengers, limited refined cargo
Systems: Psionic Sail Lattice, Holo-Decoys, Deflector Shields
Traits: Silent Propulsion, Crystalline Hull, Psionically Attuned
Mounted Weapons:

- Shard Beam Array — Gunnery, [Starship, Energy, Psionic], 3d6+2, Medium–Far, Requires Shard Core
- Psionic Resonator — Gunnery or Psionic-linked test, [Starship, Psionic, Mental], 3d6 psychic, Medium, Ignores Shields

Purchase Cost: 420,000 credits
Refuel / Recharge: 5,000 credits
Maintenance / Month: 7,800 credits

The **Aethervane** does not look like a ship built by human or Terran practicality. It looks grown, faceted, or assembled according to aesthetic laws that never cared whether maintenance crews approved. Its crystalline planes catch light strangely, sometimes appearing translucent or opaline when docked under station

illumination. In motion, its psionic sail structures generate almost no conventional drive signature, which is why many inexperienced observers describe its travel as eerie rather than fast.

Within the setting, vessels of this kind are rarely common traffic. When encountered, they are usually tied to diplomatic missions, scholarly envoys, high-grade psionic cultures, or private arcane houses wealthy enough to obtain one through means no one explains cleanly. Their controls are notoriously difficult for outsiders, and their handling penalties reflect not sluggishness but the fact that they do not think like conventional drive craft at all.

Among spacers, the **Aethervane** carries a contradictory reputation: graceful, almost delicate, and altogether more dangerous than it looks.

Vorn Hammer of Suns

Class: 3 - Destroyer
Faction/Origin: Heavy assault doctrine; often associated with Asgardian contract war fleets or allied siege groups
Type: Starship
Crew: 5 minimum / 8 standard
Hull: 60
DR: 3
Speed: 6
Complexity: −20
Power: 7
Signature: High
Hardpoints: 4
Capacity: 20 marines, breach stores, limited bombardment cargo
Systems: Reactor Boost, Reinforced Breach Prow, Auto-Target Matrix
Traits: Orbital Breaker, Siege Hull, Shock Entry
Mounted Weapons:

- Particle Lance — Gunnery, [Starship, Heavy, Capital], 4d6, Extreme, Heavy Capital Weapon
- Pulse Cannons — Gunnery, [Starship, Kinetic], 2d6+2, Medium, Standard
- Missile Pods — Gunnery, [Starship, Explosive, Blast], 3d6, Far, Blast; Reload

Purchase Cost: 520,000 credits
Refuel / Recharge: 6,500 credits
Maintenance / Month: 10,500 credits

The **Hammer of Suns** is all blunt intent. Thick-plated, broad-bellied, and visibly overbuilt along the forward assault geometry, it was designed to survive approach fire long enough to answer with something uglier. Asgardian crews in particular favor ships of this philosophy—craft that do not pretend war is subtle and do not apologize for entering the range where armor and nerve matter more than elegance.

Its profile is immediately recognizable: armored flanks, reinforced prow lines, and weapon placements that favor direct pressure rather than finesse. The class is notorious in orbital siege work and in assaults against defended installations where a lighter ship would prefer to stay at distance and negotiate through missiles.

People who like the **Hammer of Suns** tend to describe it as dependable. People on the wrong side of one use less flattering words.

Echora Voice Eternal

Class: 4 - Cruiser
Faction/Origin: Semi-living AI vessel; origin obscure, possibly machine-world hybrid with dream-interface adaptation
Type: Starship
Crew: 6 minimum / 10 standard
Hull: 80
DR: 4
Speed: 6
Complexity: −30
Power: 8
Signature: Normal
Hardpoints: 5
Capacity: 30 passengers, deep archive chambers, shrine or dream vault compartments
Systems: Quantum AI Core, Repair Drones, Dream Interface Node
Traits: Semi-Living, Dream-Communicative, Unnerving Presence
Mounted Weapons:

- Plasma Lances — Gunnery, [Starship, Energy, Armor Piercing], 3d6, Far, Armor Piercing 2
- Psionic Resonator — Gunnery or Psionic-linked test, [Starship, Psionic, Mental], 3d6 psychic, Medium, Ignores Shields
- Disruptor Turrets — Gunnery, [Starship, Point Defense], 2d6, Close, Anti-Small Craft

Purchase Cost: 760,000 credits
Refuel / Recharge: 8,000 credits
Maintenance / Month: 14,000 credits

The **Voice Eternal** is one of those ships that people speak about in lowered tones even before they decide whether it is truly dangerous. Its hull is smooth in some places, segmented in others, and arranged around a central intelligence architecture that does not merely process data but reportedly communicates through dream-contact, emotional bleed, or symbolic vision. Crews do not exactly “speak” with such ships the way they do with normal command systems. They learn them.

Ships of this line are rare enough that every surviving example acquires its own story. They are often connected to machine enclaves, esoteric patrons, long-range diplomatic errands, or expeditionary work no ordinary captain would volunteer for. Their sheer utility is considerable, but so is the discomfort they produce in crews unprepared for a vessel that seems to recognize names, moods, and recurring fears.

No one agrees whether the **Voice Eternal** is a triumph, an error, or an omen.

The Fractured Queen's Hand

Class: 5 - Dreadnought
Faction/Origin: Ancient warship; fragmented AI core intelligence, likely pre-modern imperial or post-collapse battle architecture
Type: Starship
Crew: 10 minimum / 18 standard
Hull: 150
DR: 5
Speed: 5
Complexity: −30
Power: 10
Signature: Extreme
Hardpoints: 7
Capacity: 80 troops, command decks, heavy stores, relic vault sections
Systems: Deflector Shields, Quantum AI Core, Grav Anchor, Holo-Decoys
Traits: Ancient War-Hull, Fragmented Intelligence, Command Shock Presence
Mounted Weapons:

- Particle Lance — Gunnery, [Starship, Heavy, Capital], 4d6, Extreme, Heavy Capital Weapon
- Void Mine Array — Gunnery or deployment test, [Starship, Mine, Hazard], 4d6, Deployed, Area Denial
- Missile Pods — Gunnery, [Starship, Explosive, Blast], 3d6, Far, Blast; Reload
- Disruptor Turrets — Gunnery, [Starship, Point Defense], 2d6, Close, Anti-Small Craft

Purchase Cost: effectively priceless; black-market or faction transfer estimate **2,800,000+ credits**
Refuel / Recharge: 18,000 credits
Maintenance / Month: 35,000 credits

The **Fractured Queen's Hand** is less a ship than a moving historical event. Vast, angular, and armored like an accusation, it carries the unmistakable visual grammar of old war doctrine: brutal purpose, command scale, and enough mass to change the emotional weather of a whole docking ring. The "fractured" portion of its name refers to its damaged or partitioned core intelligence, which is said to operate through conflicting command partitions, dead fleet memories, and partially preserved war-priority logic.

No one acquires a ship like this casually. Such a vessel is inherited, captured, restored, hidden, or fought over. It is too large, too old, too difficult, and too politically visible to ever be just another command asset. Entire campaigns could hinge on whether one of these wakes fully, changes owners, or arrives in-system where no dreadnought should currently exist.

It is exactly the kind of ship people swear should have stayed lost.

Nomad Skyrunner

Class: 1 - Fighter / Courier
Faction/Origin: Civilian frontier and smuggler use; especially common in fast independent trade and escape work
Type: Starship
Crew: 1 minimum / 2 cramped
Hull: 25
DR: 1
Speed: 9
Complexity: +0
Power: 5
Signature: Low
Hardpoints: 2
Capacity: 2 passengers, small courier hold
Systems: Holo-Decoys, Smuggler Cache, High-Burn Thrusters
Traits: Fast Courier, Chase Craft, Frontier Common
Mounted Weapons:

- Pulse Cannons — Gunnery, [Starship, Kinetic], 2d6+2, Medium, Standard
- Disruptor Turrets — Gunnery, [Starship, Point Defense], 2d6, Close, Anti-Small Craft

Purchase Cost: 95,000 credits
Refuel / Recharge: 2,000 credits
Maintenance / Month: 2,500 credits

The **Nomad Skyrunner** is one of the most recognizable independent small craft in fringe commerce. Long-nosed, narrow-bodied, and built with speed as its first and most visible virtue, it is the sort of vessel owned by couriers, smugglers, survey outriders, private scouts, and people too poor for safety but too ambitious for local work. Its hull is often patched, re-painted, modified, and personalized far beyond factory expectations.

Skyrunners are loved because they can do three things very well: arrive fast, leave fast, and fit into situations bigger ships cannot enter without permission. That alone makes them common wherever law is intermittent and urgency is profitable.

Everyone knows someone who trusted a **Skyrunner** too far. Everyone also knows one that somehow survived.

Choir Vessel Harmony-9

Class: 5 - Carrier
Faction/Origin: Psionic chorus vessel; likely built for collective mental operations, large-scale relay, or ritual fleet support
Type: Starship
Crew: 8 minimum / 15 standard
Hull: 100
DR: 4

Speed: 6
Complexity: −30
Power: 9
Signature: High
Hardpoints: 5
Capacity: 40 passengers, 4 small craft, chorus chambers
Systems: Psionic Field Generator, Psionic Amplifier Array, Shuttle Bay
Traits: Chorus Vessel, Group Mind Support, Ceremonial Interior
Mounted Weapons:

- Shard Beam Array — Gunnery, [Starship, Energy, Psionic], 3d6+2, Medium–Far, Requires Shard Core
- Psionic Resonator — Gunnery or Psionic-linked test, [Starship, Psionic, Mental], 3d6 psychic, Medium, Ignores Shields
- Deflector Grid Nodes — defensive system package rather than offensive mount

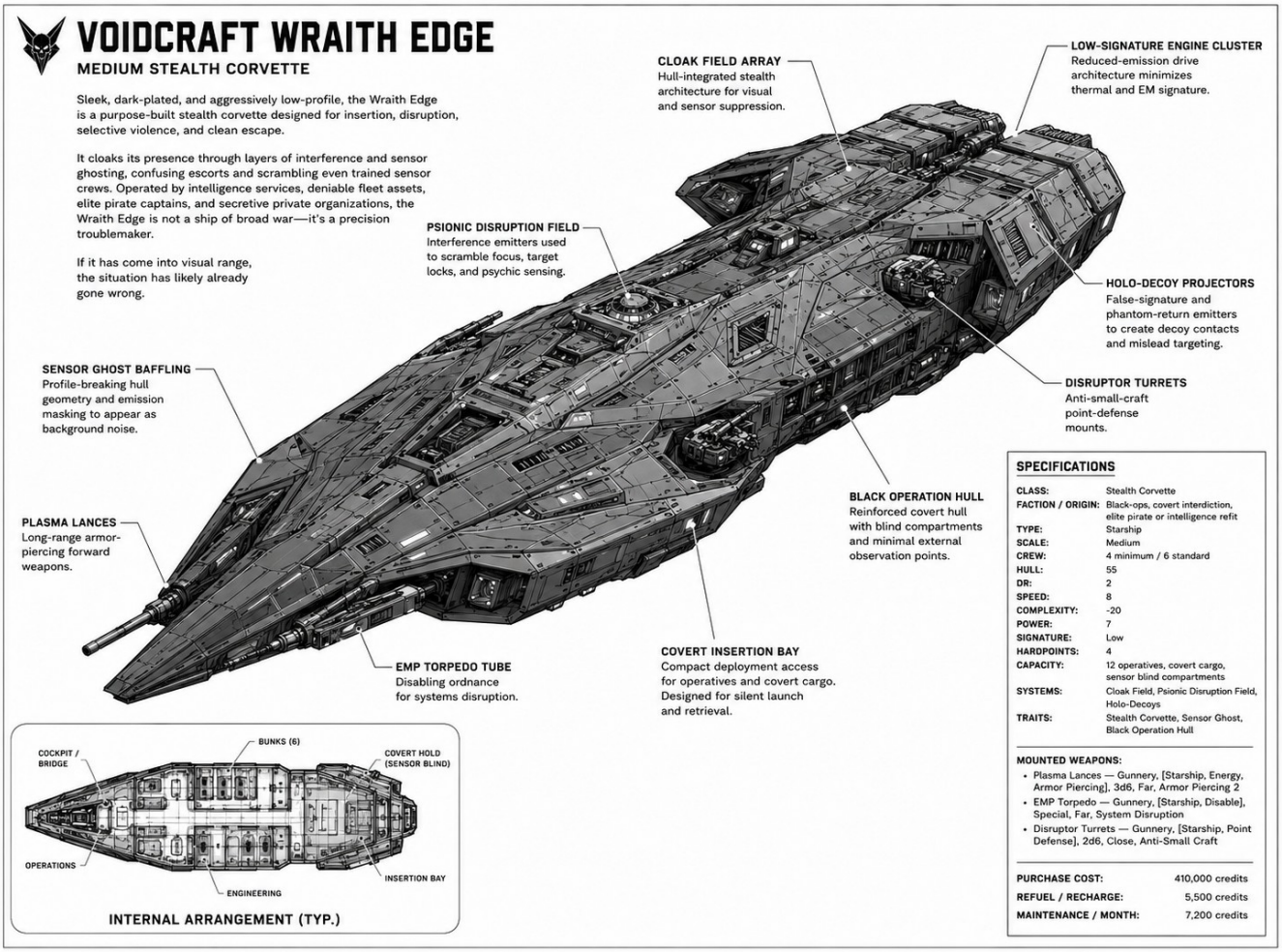
Purchase Cost: 980,000 credits
Refuel / Recharge: 10,500 credits
Maintenance / Month: 17,000 credits

The **Harmony-9** type is one of the strangest major hull classes a frontier crew might ever glimpse. Built not merely as transport or warship but as a platform for coordinated psionic operation, its internal architecture favors chambers, resonance galleries, linked focus spaces, and collective signal structures over purely military compartment logic. To ordinary crews, such vessels feel half shrine, half command ship.

Its silhouette is typically broad and layered, with smooth dorsal structures surrounding the chorus array core and docking architecture arranged for support craft rather than direct assault. Though not helpless by any means, the class's true strength lies in what it allows gifted minds to do together. In campaigns involving psionics, diplomacy, strange transmissions, long-range consciousness work, or mass mental coordination, a ship like **Harmony-9** can become central very quickly.

People who distrust psionics dislike even looking at these vessels for long.

Voidcraft Wraith Edge


VOIDCRAFT WRAITH EDGE
MEDIUM STEALTH CORVETTE
Sleek, dark-plated, and aggressively low-profile, the Wraith Edge is a purpose-built stealth corvette designed for insertion, disruption, selective violence, and clean escape.
It cloaks its presence through layers of interference and sensor ghosting, confusing escorts and scrambling even trained sensor crews. Operated by intelligence services, deniable fleet assets, elite pirate captains, and secretive private organizations, the Wraith Edge is not a ship of broad war—it's a precision troublemaker.
If it has come into visual range, the situation has likely already gone wrong.
CLOAK FIELD ARRAY
Hull-integrated stealth architecture for visual and sensor suppression.
LOW-SIGNATURE ENGINE CLUSTER
Reduced-emission drive architecture minimizes thermal and EM signature.
PSIONIC DISRUPTION FIELD
Interference emitters used to scramble focus, target locks, and psychic sensing.
HOLO-DECOY PROJECTORS
False-signature and phantom-return emitters to create decoy contacts and mislead targeting.
SENSOR GHOST BAFFLING
Profile-breaking hull geometry and emission masking to appear as background noise.
DISRUPTOR TURRETS
Anti-small-craft point-defense mounts.
BLACK OPERATION HULL
Reinforced covert hull with blind compartments and minimal external observation points.
PLASMA LANCES
Long-range armor-piercing forward weapons.
EMP TORPEDO TUBE
Disabling ordnance for systems disruption.
COVERT INSERTION BAY
Compact deployment access for operatives and covert cargo. Designed for silent launch and retrieval.
COCKPIT / BRIDGE
BUNKS (6)
COVERT HOLD (SENSOR BLIND)
OPERATIONS
ENGINEERING
INSERTION BAY
INTERNAL ARRANGEMENT (TYP.)
SPECIFICATIONS
CLASS: Stealth Corvette
FACTION / ORIGIN: Black-ops, covert interdiction, elite pirate or intelligence refit
TYPE: Starship
SCALE: Medium
CREW: 4 minimum / 6 standard
HULL: 55
DR: 2
SPEED: 8
COMPLEXITY: -20
POWER: 7
SIGNATURE: Low
HARDPOINTS: 4
CAPACITY: 12 operatives, covert cargo, sensor blind compartments
SYSTEMS: Cloak Field, Psionic Disruption Field, Holo-Decoys
TRAITS: Stealth Corvette, Sensor Ghost, Black Operation Hull
MOUNTED WEAPONS:
• Plasma Lances — Gunnery, [Starship, Energy, Armor Piercing], 3d6, Far, Armor Piercing 2
• EMP Torpedo — Gunnery, [Starship, Disable], Special, Far, System Disruption
• Disruptor Turrets — Gunnery, [Starship, Point Defense], 2d6, Close, Anti-Small Craft
PURCHASE COST: 410,000 credits
REFUEL / RECHARGE: 5,500 credits
MAINTENANCE / MONTH: 7,200 credits

Class: 3 - Stealth Corvette
Faction/Origin: Black-ops, covert interdiction, elite pirate or intelligence refit
Type: Starship
Crew: 4 minimum / 6 standard
Hull: 55
DR: 2

Speed: 8
Complexity: −20
Power: 7
Signature: Low
Hardpoints: 4
Capacity: 12 operatives, covert cargo, sensor blind compartments
Systems: Cloak Field, Psionic Disruption Field, Holo-Decoys
Traits: Stealth Corvette, Sensor Ghost, Black Operation Hull
Mounted Weapons:

- Plasma Lances — Gunnery, [Starship, Energy, Armor Piercing], 3d6, Far, Armor Piercing 2
- EMP Torpedo — Gunnery, [Starship, Disable], Special, Far, System Disruption
- Disruptor Turrets — Gunnery, [Starship, Point Defense], 2d6, Close, Anti-Small Craft

Purchase Cost: 410,000 credits
Refuel / Recharge: 5,500 credits
Maintenance / Month: 7,200 credits

The **Wraith Edge** is what happens when a corvette is taught to think like an ambush. Sleek, dark-plated, and aggressively reduced in profile, it exists for insertion, disruption, selective violence, and getting away cleanly enough that the surviving witnesses argue afterward about what they even saw. Its field architecture tends toward interference and ghosting, making it a nightmare for complacent escorts and sensor crews who trust their board too much.

Such ships are often linked to intelligence services, deniable fleet work, elite pirate captains, or private organizations rich enough to maintain them and secretive enough to justify doing so. They are not broad-war vessels. They are precision trouble.

If a **Wraith Edge** has come into visual range, the situation has almost certainly already gone wrong.

Pale Dominion Iron Requiem

Class: 4 - Cruiser
Faction/Origin: Ancient battleship, necro-cybernetic line; origin obscure and deeply troubling
Type: Starship
Crew: 6 minimum / 10 standard
Hull: 90
DR: 4
Speed: 5
Complexity: −30
Power: 8
Signature: High
Hardpoints: 5
Capacity: 30 crew, preserved bays, crypt-vault sections
Systems: Necro-Cybernetic Core, Repair Drones, Grav Anchor
Traits: Ancient Battleship, Dread Atmosphere, Bio-Mechanical Systems
Mounted Weapons:

- Particle Lance — Gunnery, [Starship, Heavy, Capital], 4d6, Extreme, Heavy Capital Weapon
- Plasma Lances — Gunnery, [Starship, Energy, Armor Piercing], 3d6, Far, Armor Piercing 2
- Void Mine Array — Gunnery or deployment test, [Starship, Mine, Hazard], 4d6, Deployed, Area Denial

Purchase Cost: effectively black-market relic valuation **1,200,000+ credits**
Refuel / Recharge: 9,500 credits
Maintenance / Month: 18,000 credits, often with specialist occult or machine expense layered on top

The **Iron Requiem** is the kind of ship that arrives carrying rumor with it. Its lines are archaic but not primitive—heavy, shrine-like, mournful, and built around systems that seem too intimate with death, memory, or bodily preservation for comfort. The phrase "necro-cybernetic" is used because no one has found a gentler one that remains accurate. Cables, chambers, plating, and preserved support architecture often seem arranged for functions modern engineers would rather not inherit.

Ships of this kind are rare enough to be singular campaign objects. They are often feared, hunted, or sought by exactly the wrong sorts of people. Even inert, one is a problem. Operational, it becomes a moving source of spiritual, political, and military consequence all at once.

It is not the sort of ship anyone boards gladly.

Shardborn Revelation

Class: 2- Frigate
Faction/Origin: Experimental shard-reactive warship
Type: Starship
Crew: 3 minimum / 5 standard
Hull: 42
DR: 2
Speed: 6
Complexity: −20
Power: 6
Signature: Normal
Hardpoints: 3
Capacity: 10 crew, restricted shard chambers
Systems: Shard Core Reactor, Shard Drive, Regenerative Conversion Matrix
Traits: Shard-Reactive, Dangerous Salvage Interest, Energy-Feeding Hull
Mounted Weapons:

- Shard Beam Array — Gunnery, [Starship, Energy, Psionic], 3d6+2, Medium–Far, Requires Shard Core
- Pulse Cannons — Gunnery, [Starship, Kinetic], 2d6+2, Medium, Standard

Purchase Cost: 360,000 credits
Refuel / Recharge: 4,500 credits
Maintenance / Month: 6,500 credits

The **Revelation** class is one of the more controversial shard-era hull types. It was designed around the theory that a ship could reclaim energy from battlefield destruction or shattered vessel debris and fold some of that harvested force back into its own survival profile. In practice, that has made every ship of the line either highly prized, heavily restricted, or quietly hated by the people who have to clean up after one.

Physically, the class has visible shard-reactive architecture around the reactor spine and ventral conversion structures, giving the hull a slightly asymmetrical, crystalline aggression. Its crews tend to be either very proud of the class or privately afraid of what prolonged service near the reactor is doing to them.

A **Shardborn Revelation** is exactly the sort of ship that seems brilliant right up until someone asks who approved mass deployment.

Dunestrider Nomad's Grace

Class: 2 - Freighter
Faction/Origin: Civilian frontier exploration and trade
Type: Starship
Crew: 3 minimum / 5 standard
Hull: 55
DR: 2
Speed: 5
Complexity: −10
Power: 6
Signature: Normal
Hardpoints: 2
Capacity: 30 passengers or 60 tons cargo
Systems: Survey Sensor Suite, Emergency Seal Foam Grid, Cargo Stasis Hold
Traits: Frontier Freighter, Long-Endurance, Defensive Refit
Mounted Weapons:

- Pulse Cannons — Gunnery, [Starship, Kinetic], 2d6+2, Medium, Standard
- Missile Pods — Gunnery, [Starship, Explosive, Blast], 3d6, Far, Blast; Reload

Purchase Cost: 210,000 credits
Refuel / Recharge: 4,000 credits
Maintenance / Month: 4,800 credits

The **Nomad's Grace** is exactly the sort of ship people trust because they have seen one limp in from bad weather, bad politics, or worse routes and still make dock. It is broad, practical, and plainly built for carrying cargo, people, and enough supplies to survive worlds where help is theoretical. Many frontier captains add modest weapons and extra seal work, making the class a common sight in dangerous but not fully lawless regions.

Its hull form suggests patience rather than speed. It is not built to win races. It is built to keep going. In setting terms, that makes it one of the most common ships to see on difficult survey lanes, refugee movement, dry-route hauling, mixed civilian exploration work, and "totally ordinary" trading runs whose manifests do not always survive first contact with customs officers.

Arcane Ward Node

Typical Cost: 44,000 credits

An **Arcane Ward Node** is a defensive magical system built into a ship or vehicle to resist hostile spellcraft, magical intrusion, ward-breaking, and certain other supernatural effects. It does not make a machine immune to magic, but it does make magical interference much harder to apply cleanly. Such nodes are uncommon outside mage-heavy cultures, relic expeditions, and specialized escort hulls. When present, they usually take the form of ward-lines, embedded sigils, treated latticework, or a dedicated arcane focus chamber tied into the vessel's structure.

Auto-Balance Glide

Typical Cost: 6,500 credits

An **Auto-Balance Glide** system keeps a light grav vehicle stable and smooth during ordinary civilian movement. It is most common on skiffs, pleasure craft, and luxury local transports. The system automatically corrects minor drift, weight imbalance, and passenger-induced instability. It is not a combat system, but it makes a craft safer, easier to handle, and more comfortable for operators who are not trained pilots.

Auto-Target Matrix

Typical Cost: 22,000 credits

An **Auto-Target Matrix** is a fire-control support system that assists with tracking, predictive lead, and targeting correction. It does not replace a gunner unless a separate AI or automation system says otherwise, but it makes a competent gunner more dangerous. Military ships, patrol craft, and serious raiders favor these systems because they reduce hesitation and improve the quality of attack solutions under pressure.

Boarding Clamps

Typical Cost: 18,000 credits

Boarding Clamps are reinforced docking and grip systems meant for hostile attachment rather than polite berthing. They are used by pirate ships, breaching craft, law-enforcement assault vessels, and other hulls expected to close and seize another ship physically. A vessel with boarding clamps is built with the expectation that combat may become hand-to-hand very quickly.

Boarding Collar

Typical Cost: 14,000 credits

A **Boarding Collar** is a hardened docking ring or assault collar built to lock onto another ship securely enough for forced entry, customs seizure, or military boarding action. It is cleaner and more formal than pirate-grade boarding clamps, though not necessarily kinder. Customs cutters, patrol ships, and regulated enforcement hulls often carry one.

Brig Module

Typical Cost: 9,000 credits

A **Brig Module** is a secure holding section for detainees, prisoners, or captured personnel. On a ship, it may be a hardened cell block, a sealed compartment, or a modular detention room. On a vehicle, it may be a caged rear section or secure holding frame. It is most common on patrol, customs, and security craft.

Cargo Clamp Array

Typical Cost: 8,500 credits

A **Cargo Clamp Array** is a reinforced loading and securing system meant for irregular, heavy, or awkward cargo. It is common on freighters, haulers, industrial transports, and work vehicles. Cargo clamp arrays make loading safer and help keep freight from becoming a hazard during hard maneuvers or bad weather.

Cargo Stasis Hold

Typical Cost: 16,000 credits

A **Cargo Stasis Hold** preserves fragile, medical, biological, relic, magical, or otherwise unstable cargo. It is one of the most useful utility systems a trader or expedition crew can own. Honest operators use them to protect valuable goods. Less honest operators use them to conceal the true nature of what they are carrying.

Climate Shell

Typical Cost: 5,500 credits

A **Climate Shell** regulates the interior environment of a vehicle or small craft to keep passengers comfortable and protected from heat, cold, dust, and humidity. On luxury vehicles, it is expected. On frontier machines, it may be the difference between an unpleasant trip and a fatal one.

Cloak Field

Typical Cost: 40,000 credits

A **Cloak Field** is an active stealth system designed to reduce or distort a ship's visible presence. It may bend emissions, smear the vessel's signature across false returns, or interfere with clean target acquisition. A cloak does not always mean full invisibility. In most cases it means the ship is harder to detect, harder to lock, and harder to hit cleanly. Cloak systems are expensive, power-hungry, and closely associated with covert work, elite raiders, intelligence craft, and dangerous smugglers.

Cold-Burn Grav Drive

Typical Cost: 12,000 credits

A **Cold-Burn Grav Drive** is a quieter, more controlled grav propulsion system often seen on military sleds, scouts, and precision craft. It produces less visible waste output than rougher civilian systems and is valued by operators who care about pursuit, stealth, or simply running a cleaner engine.

Cold-Burn Thrusters

Typical Cost: 18,000 credits

Cold-Burn Thrusters are a starship-grade refinement package that improves acceleration and handling while reducing some visible emission excess. They are popular on fighters, couriers, and light strike craft. A ship with cold-burn thrusters usually feels sharp, fast, and a little temperamental when neglected.

Combat HUD

Typical Cost: 7,500 credits

A **Combat HUD** is an advanced pilot-display system that overlays targeting, flight data, weapon status, and threat markers into one immediate visual feed. It is most often found in fighters, interceptors, military sleds, and fast-response craft. Even a modest combat HUD makes an attack craft feel more alive in the hands of a trained operator.

Cut-Engine Drop

Typical Cost: 4,500 credits

A **Cut-Engine Drop** system allows a grav skimmer or similar vehicle to kill visible thrust output abruptly and drop low in a controlled way to reduce detection, hide behind terrain, or execute a nasty ambush approach. Raiders and smugglers like them for obvious reasons. Respectable authorities do not.

Docking Clamps

Typical Cost: 4,000 credits

Docking Clamps are ordinary secure attachment systems for shuttle, cargo, and station work. They are not aggressive like boarding clamps. They are for routine ship-to-ship or ship-to-station handling. Small shuttles, workboats, and utility craft often carry them as standard equipment.

Dream Interface Chamber

Typical Cost: 52,000 credits

A **Dream Interface Chamber** is a rare psionic or semi-living support system that allows communication, perception, or command to take place through symbolic, dreamlike, or altered-consciousness channels. Such systems are uncommon, unsettling, and usually tied to unusual vessels, diplomatic oddities, or ships no one fully understands.

Dust Filters

Typical Cost: 2,500 credits

Dust Filters are hardened intake and atmosphere-screening systems built to keep desert sand, industrial grit, ash, or other airborne contamination out of a machine's vital parts. They are standard on practical frontier vehicles and a sign of common sense on harsh worlds.

Echo Transceiver

Typical Cost: 14,000 credits

An **Echo Transceiver** is an upgraded communications and coordination system designed for long-range clarity, convoy control, fleet order discipline, and improved signal stability in difficult conditions. Escorts, survey crews, convoy leaders, and disciplined patrol ships make frequent use of them.

Ejection Pod

Typical Cost: 9,500 credits

An **Ejection Pod** is exactly what it sounds like: an emergency escape unit for a single pilot or small crew position. It is most common on fighters, interceptors, and dangerous high-speed craft where "staying with the ship" is not always a wise long-term plan.

Emergency Seal Foam

Typical Cost: 6,000 credits

Emergency Seal Foam is a rapid-response internal breach control system that floods a damaged section with expanding seal material to slow atmosphere loss, stop pressure bleed, and contain secondary damage long enough for real repairs. It is a practical, widely respected system on freighters and working hulls.

Fast-Response Steering

Typical Cost: 3,500 credits

Fast-Response Steering improves a vehicle's handling, cornering, and immediate driver response. It is common on civilian speeders, police pursuit craft, and anyone else who values a machine that answers quickly when the road becomes a problem.

Grav Claws

Typical Cost: 21,000 credits

Grav Claws are aggressive close-range capture systems used to hold, drag, or fix another ship or vehicle in place long enough for boarding or assault. They are strongly associated with pirate raiders, illicit interdiction craft, and any machine built with the assumption that prey should not be allowed to leave once caught.

Grav-Field Protection

Typical Cost: 10,000 credits

A **Grav-Field Protection** system cushions impacts, stabilizes motion, and reduces the worst effects of rapid deceleration or bad handling. These are most common on better grav vehicles and certain fast-response craft.

Grav Anchor

Typical Cost: 42,000 credits

A **Grav Anchor** is a system that resists forced drift, displacement, or certain types of teleportation and positional interference. It is useful in serious ship combat, against strange technologies, and in routes

where one does not entirely trust the laws of motion to remain polite. Crews usually only invest in one after something humiliating or terrifying has already happened.

High-Burn Thrusters

Typical Cost: 11,000 credits

High-Burn Thrusters push a small ship or fast craft into sharper acceleration and better pursuit performance. They are common on interceptors, smugglers, and other craft that need to seize or deny distance quickly.

High-Power Sensor Suite

Typical Cost: 15,000 credits

A **High-Power Sensor Suite** improves detection, scan clarity, and long-range situational awareness. Survey ships, patrol hulls, and relic hunters all value them, though not always for the same reasons.

Holo-Decoys

Typical Cost: 16,000 credits

Holo-Decoys create false sensor returns, misleading signatures, or ghost positions to complicate tracking and fire solutions. They are useful for stealth ships, smugglers, military deception craft, and anyone who likes being harder to read than the enemy expected.

Internal Comms Grid

Typical Cost: 2,000 credits

An **Internal Comms Grid** is a hardened internal communications network for crew coordination, compartment control, and local security response. Most serious military or patrol vehicles carry one, and all ships benefit from one whether anyone remembers to appreciate it or not.

Long-Range Comms

Typical Cost: 6,500 credits

Long-Range Comms extend a ship's capacity to maintain message contact across greater distances and weaker lanes. They are common on couriers, scouts, and ships that spend real time away from civilized ports.

Low-Visibility Armor

Typical Cost: 13,000 credits

Low-Visibility Armor is protective plating designed to preserve a vehicle's profile and ordinary appearance as much as possible. It is common on security sedans, covert transports, and anyone who wants some protection without announcing that fact to the world.

Nanite Repair Bay

Typical Cost: 36,000 credits

A **Nanite Repair Bay** is an onboard automated repair environment capable of handling modest hull restoration, fault suppression, and system recovery over time. It is extremely useful on long-haul ships, survey craft, and other vessels that cannot count on immediate dock support.

Neutrino Shielding

Typical Cost: 19,000 credits

Neutrino Shielding is a specialized protective system meant to reduce the effects of certain radiation-like, sensor-bleed, or exotic energy hazards. It is not standard equipment, but ships working hazardous routes, relic zones, or Verge-adjacent space may justify the expense.

Precision Interface Suite

Typical Cost: 18,000 credits

A **Precision Interface Suite** refines the relationship between operator and machine, usually by improving

response timing, command clarity, or systems interpretation. These are common on high-end machine-world hulls, technical support ships, and ships that expect exact work rather than brute-force survival.

Privacy Glass

Typical Cost: 1,500 credits

Privacy Glass is an interior visual shielding system, most often found on executive or luxury vehicles. It is simple, legal in some places, questionable in others, and often a sign that the passengers inside expect to remain unobserved.

Psionic Field Generator

Typical Cost: 46,000 credits

A **Psionic Field Generator** is a dedicated shipboard system that supports mental amplification, psionic defense, resonance work, or coordinated psionic operations. It is rare, expensive, and deeply tied to a ship's role. Such systems belong on choir vessels, envoy craft, experimental hulls, and ships that live close to the edge of ordinary human comfort.

Psionic Sail Lattice

Typical Cost: 58,000 credits

A **Psionic Sail Lattice** is a highly unusual propulsion-support or handling system that works in concert with mental resonance, exotic fields, or specialized drive principles. It is rare, elegant, and often associated with alien or highly specialized ships rather than common traffic.

Quantum AI Core

Typical Cost: 60,000 credits

A **Quantum AI Core** is a high-end machine intelligence architecture capable of assisting with ship function, analysis, interface control, or partial ship-level judgment. It does not automatically replace the crew, but it changes the feel of the vessel immediately. Such systems are powerful, delicate, and sometimes unsettling.

Quantum AI Pilot

Typical Cost: 60,000 credits

A **Quantum AI Pilot** is a more specialized autonomous or semi-autonomous flight-assist system, tuned for control, maneuvering, and tactical ship handling rather than broad intelligence work. It makes a craft easier to fly well, but may bring legal, ethical, or operational complications depending on where the ship travels.

Quantum Displacer

Typical Cost: 54,000 credits

A **Quantum Displacer** is a high-order displacement system that allows sudden positional shift, short-range combat translation, or emergency relocation under the right circumstances. It is rare, expensive, and the sort of system that makes ordinary pilots deeply suspicious the first time they see it used.

Reactor Boost

Typical Cost: 12,000 credits

A **Reactor Boost** system allows a ship to force extra output into its active systems for a brief period. It is one of the most practical combat support systems in the setting. It buys performance now and maintenance trouble later, which is exactly why crews keep using it.

Regenerative Conversion Matrix

Typical Cost: 72,000 credits

A **Regenerative Conversion Matrix** is a specialized shard-era or exotic energy-recovery system that attempts to feed destruction or dispersed energy back into a ship's endurance profile. It is rare, controversial, and more often seen on experimental or restricted hulls than on honest traffic.

Reinforced Airlocks

Typical Cost: 7,000 credits

Reinforced Airlocks are hardened docking and seal points built to survive combat pressure, forced entry, and repeated rough use better than ordinary lock systems. Patrol and boarding-capable craft often carry them.

Reinforced Breach Prow

Typical Cost: 20,000 credits

A **Reinforced Breach Prow** is a strengthened forward hull section built for collision, assault approach, or hard-commit boarding actions. It signals a ship that was designed with violence in mind.

Repair Drones

Typical Cost: 24,000 credits

Repair Drones are small automated maintenance units that support onboard repair, system recovery, and damage control. They are less potent than a full nanite repair bay, but cheaper and still highly useful. A ship that travels far from proper dock support benefits from them immediately.

Riot Cage

Typical Cost: 3,000 credits

A **Riot Cage** is a hardened external or internal restraint grid built for prisoner transport, crowd suppression logistics, or rough law-enforcement work. It is common on patrol crawlers and not generally a sign of kindness.

Scrap-Plated Roll Cage

Typical Cost: 1,800 credits

A **Scrap-Plated Roll Cage** is a crude but useful survival frame built onto buggies and rough field vehicles. It will not win awards for engineering elegance. It will, however, keep a vehicle's passengers alive through some very poor decisions.

Sensor Ghost Package

Typical Cost: 17,000 credits

A **Sensor Ghost Package** interferes with clean reading by producing noise, false edge-returns, or uncertain movement signatures. It is less powerful than a true cloak, but cheaper and more common on ships that want to be troublesome without being exotic.

Smuggler Cache

Typical Cost: 3,500 credits

A **Smuggler Cache** is a hidden internal storage compartment meant to evade casual inspection. On a small vehicle or ship, it may be only enough for contraband, documents, medicine, weapons, or precious goods. That is often more than enough.

Smuggler Compartments

Typical Cost: 10,000 credits (vehicle) / 24,000 credits (starship)

Smuggler Compartments are larger and more deliberate concealment spaces than an ordinary cache. They are built to hide cargo from inspection, survive shallow scans, and make customs officers angry when discovered. Any serious smuggler eventually wants them.

Survey Sensor Suite

Typical Cost: 14,000 credits

A **Survey Sensor Suite** is tuned for scanning routes, structures, debris fields, stations, and planetary conditions rather than purely combat targeting. Survey ships, freighters, exploration crews, and anyone who survives by reading space properly rely on them.

Shuttle Bay

Typical Cost: 22,000 credits

A **Shuttle Bay** is an internal or semi-internal launch and recovery space for small craft. It is common on larger ships and rare on smaller ones. Its value is obvious: flexibility, utility, and a second chance when the main hull is no longer enough.

Shard Core Reactor

Typical Cost: 85,000 credits

A **Shard Core Reactor** is a high-risk, high-output power system built around shard-reactive principles. It is expensive, politically sensitive, and closely tied to advanced, restricted, or dangerous hulls. It enables unusual systems and marks a ship as something more serious than ordinary traffic.

Shard Drive

Typical Cost: 68,000 credits

A **Shard Drive** is an advanced starship drive architecture tied to shard-based travel principles. It is more exotic than ordinary hyperwarp support and usually indicates a ship meant for unusual routes, advanced work, or expensive trouble.

Stability Controls

Typical Cost: 4,500 credits

Stability Controls improve the handling, balance, and recoverability of a machine under stress. On walkers and heavy field vehicles, they help prevent bad ground from becoming a rollover. On grav craft, they smooth response and reduce ugly surprises.

Surface Landing Gear

Typical Cost: 3,000 credits

Surface Landing Gear is a practical shuttle or light craft system for repeated atmospheric touchdown, rough-pad work, and simple field landing. It is basic equipment for utility craft that actually have to land somewhere inconvenient.

Targeting Ghost

Typical Cost: 9,000 credits

A **Targeting Ghost** is a light attack-craft targeting support system that helps a pilot hold a weapons solution under fast movement and poor firing windows. It is simpler than a full auto-target matrix and more common on light fighters.

Tool Arm

Typical Cost: 3,800 credits

A **Tool Arm** is a utility manipulator used on walkers, work vehicles, and industrial platforms. It can lift, grip, cut, brace, or assist in repairs and field labor. It is rarely elegant and often indispensable.

Utility Tow

Typical Cost: 4,000 credits

A **Utility Tow** system allows a vehicle to pull trailers, equipment, wreckage, or disabled machines more effectively. It is common on crawlers, farm vehicles, utility haulers, and practical frontier machines.

Weapons Lock

Typical Cost: 2,200 credits

A **Weapons Lock** is a security system that prevents unauthorized use or casual access to onboard or vehicle-mounted weaponry. Security services like them. Pirates do not.

Starship Traits Reference

Agile

An **Agile** craft responds quickly to control input and changes direction with less effort than bulkier machines. Agile vehicles and ships are easier to picture in pursuit, evasive movement, and close handling scenes. They feel sharp, lively, and built to move first rather than endure punishment.

Ancient Frame

An **Ancient Frame** is built on an old hull pattern, relic chassis, or inherited structural design that predates current standards. This does not always mean the machine is weak. In many cases, it means the opposite. Ancient frames often feel overbuilt, strange in layout, difficult to repair cleanly, or full of design choices no modern engineer would repeat.

Anti-Small Craft

A weapon or platform with **Anti-Small Craft** traits is especially suited to hitting fighters, skimmers, drones, shuttles, and other fast light targets. These systems are built for tracking quick movement and punishing fragile hulls before they can get too close.

Atmosphere-Capable

An **Atmosphere-Capable** ship or craft is built to enter, maneuver within, and depart planetary atmosphere without needing specialist support. That does not make it graceful in all weather, but it does mean it can land where a purely void-built hull cannot.

Boarding Hull

A **Boarding Hull** is designed with close assault in mind. Its layout, airlocks, docking strength, and internal traffic patterns all assume that one day it may need to attach to another ship and send armed people through the breach.

Campaign-Scale Threat

A hull treated as a **Campaign-Scale Threat** is not just another tactical piece on the board. It is large, influential, destructive, politically significant, or rare enough that its presence can change the direction of a whole story. These ships are usually more than encounters. They are events.

Cheap to Run

A machine that is **Cheap to Run** has relatively modest upkeep, fuel appetite, or maintenance demands for its class. This does not mean it is luxurious or high-grade. It means owners can keep it moving without bleeding credits every week.

Combat AI Doctrine

A ship or machine with **Combat AI Doctrine** is built around disciplined machine logic, automated battlefield support, or non-human tactical assumptions. It tends to feel efficient, exact, and somewhat unsettling to crews used to more organic command habits.

Defensive Arc

A weapon with a **Defensive Arc** is primarily intended to cover the rear, flank, or a protective firing zone rather than serve as the main forward attack battery. These are common on freighters, haulers, and escape-minded craft that expect pursuit.

Dangerous Salvage Interest

A ship or system marked as **Dangerous Salvage Interest** is valuable enough, strange enough, or rare enough to attract unwanted attention from salvagers, private buyers, governments, pirates, or researchers. It may be worth good money. It may also get the crew killed.

Dust-Trained

A **Dust-Trained** vehicle is built or adapted for harsh dry environments, especially deserts, ash-wastes, quarry belts, and storm-heavy badlands. It suggests sealed filters, durable moving parts, and a machine that does not panic when the world turns abrasive.

Easy to Modify

A machine that is **Easy to Modify** has enough physical access, structural tolerance, or common parts support that mechanics can work on it without cursing every design decision. It is a favorite trait on frontier hulls and practical player-owned machines.

Easy to Repair

An **Easy to Repair** machine is straightforward in layout and forgiving in field conditions. It uses common parts, familiar engineering, or sensible access patterns. It may not be refined, but it keeps a crew alive by being fixable when things go wrong far from proper support.

Elegant Hull

An **Elegant Hull** is sleek, graceful, refined, or visibly expensive in design. This is more than a cosmetic note. Elegant hulls often belong to diplomatic, arcane, upper-class, or prestige-oriented cultures. Even before they act, they tell the table something about who built them and why.

Emergency Stores

A machine with **Emergency Stores** carries backup supplies, survival kits, sealed rations, or contingency materials meant to help the crew endure delay, bad weather, or isolation. It marks a vehicle or ship built with practical foresight.

Energy-Feeding Hull

An **Energy-Feeding Hull** is tied to strange reactive systems that reclaim, redirect, or feed off released energy. This trait usually belongs to experimental or shard-era craft and implies a machine that behaves differently from normal engineered hulls.

Escort Hull

An **Escort Hull** is designed to accompany, defend, and survive beside more valuable traffic. It usually balances firepower, resilience, and communication support rather than specializing too narrowly in one role.

Exploration Hull

An **Exploration Hull** is built for range, endurance, survey support, and survival away from immediate civilization. It suggests stores, scanners, practical workspaces, and a design that expects to meet places not fully understood yet.

Fast Ambush Craft

A **Fast Ambush Craft** is meant to strike first, strike briefly, and leave before a stronger response can form. This trait is common among pirate skimmers, raider vehicles, and certain small attack hulls.

Fast Assault

A machine with **Fast Assault** traits is built to reach the fight quickly and hit before the enemy settles. It favors speed, aggressive approach, and short violent engagements over prolonged exchange.

Fast Courier

A **Fast Courier** exists to carry messages, passengers, small cargo, or urgent material quickly. It usually gives up comfort, cargo space, or durability in exchange for speed and response.

Fast Strike Craft

A **Fast Strike Craft** is a combat-focused hull built for attack runs, interception, and short sharp violence. It

may not stand up well in a prolonged exchange, but it excels at sudden pressure.

Frontier Common

A **Frontier Common** machine is widespread in rough regions because it is practical, affordable, and familiar. It may not be beautiful, but parts can be found, crews know how to work on it, and nobody is surprised to see one in hard country.

Frontier Trader

A **Frontier Trader** hull is meant for mixed civilian life in rough space. It carries people, cargo, tools, and trouble. It usually sits somewhere between honest freight, private contract work, and "whatever pays."

Hard-Nosed Design

A **Hard-Nosed Design** is blunt, practical, and visibly built around unpleasant work. Such ships and vehicles do not waste much effort on grace. They are often patrol, enforcement, military, or rough trade machines.

Hard to Pin Down

A ship that is **Hard to Pin Down** is difficult to track, line up cleanly, or hold in an engagement. It may be because of speed, size, profile, systems, or maneuver quality, but the result is the same: enemies dislike relying on easy shots against it.

Hard to Trace

A machine that is **Hard to Trace** is difficult to track through ordinary registry, sensor reading, or obvious operational identity. This trait often points to black-market work, false signatures, illegal refits, or a culture of concealment.

Heavy Lift

A **Heavy Lift** machine is built to haul serious loads. It may be slower or less graceful because of that, but it earns its keep through carrying capacity and structural confidence.

Honest Freighter

An **Honest Freighter** is a plain working cargo hull without much deception in its outward role. That does not guarantee the crew is honest, but the machine itself was built to haul goods first and ask questions later.

Honest Workhorse

An **Honest Workhorse** is dependable, practical, and plainly built for steady labor rather than glamour. This is one of the most trustworthy traits a player-owned machine can have.

Illegal Refit

An **Illegal Refit** means the machine has been modified in ways local law, customs authority, military regulation, or civilized engineering standards would not approve. This may be an advantage in play. It is also the kind of thing inspectors enjoy finding.

Impossible Handling

A machine with **Impossible Handling** does not behave according to normal expectations. It may feel too sharp, too strange, too responsive, or too unpredictable for ordinary operators. This is often a sign of relic, alien, or otherwise unusual design.

Industrial Heavy

An **Industrial Heavy** vehicle is built for labor first. It is meant to work, pull, carry, brace, or survive bad conditions, often at the expense of grace or speed.

Instinctive Control Response

An **Instinctive Control Response** system or machine seems to answer the operator unusually well, almost before conscious thought finishes. This may come from AI support, living systems, relic design, or an unnervingly good interface.

Interceptor

An **Interceptor** is built to catch, close, and challenge smaller or faster traffic. It is usually designed around speed, responsiveness, and attack timing rather than broad cargo or long comfort.

Long-Endurance

A **Long-Endurance** hull is built to travel farther between full support cycles. It suggests better stores, more efficient life support, or a design comfortable with long lonely stretches of work.

Long-Legged

A **Long-Legged** ship or vehicle has better practical range than its size suggests. It can stay in motion longer, hold route efficiency well, or cover more ground than crews expect from first glance.

Low Signature

A machine with **Low Signature** is naturally difficult to detect, identify, or hold on a clean sensor read. This may come from good engineering, tuning, masking systems, or simply a small efficient profile.

Loud

A **Loud** machine is obvious in use. It announces itself through engine note, emission profile, weapon report, or general operating presence. This can be a drawback for stealth, but sometimes it suits the machine's purpose.

Machine Precision

A **Machine Precision** vessel or system reflects exacting machine-world standards. It is efficient, sharply built, and usually less forgiving of improvisation than rough frontier equipment.

Mid-Sized Raider

A **Mid-Sized Raider** is large enough to threaten ordinary trade and small enough to flee when heavier warships appear. It is the practical middle class of pirate violence.

Military Issue

A machine marked **Military Issue** is built to formal armed-service standards. That usually suggests better durability, discipline in design, and systems meant to function under combat stress.

Minimal Crew Need

A **Minimal Crew Need** hull can function effectively with fewer people than its size would normally require. This often points to automation, machine-world design, or highly integrated support systems.

Narrow Hull

A **Narrow Hull** ship is slim in profile and usually optimized for speed, courier work, or low-signature transit. It often sacrifices comfort and internal volume to gain that shape.

Necro-Cybernetic

A **Necro-Cybernetic** vessel blends machinery with death-oriented, preserved, or biologically disturbing systems. It is never a neutral trait. Even before it acts, it tells the table that something about the ship is wrong in a memorable way.

Open Cockpit

An **Open Cockpit** vehicle leaves the operator more exposed than enclosed machines would. This often improves visibility and reduces mass, but it makes weather, debris, and incoming fire feel much more immediate.

Orbital Breaker

An **Orbital Breaker** is a ship built to survive and deliver punishment in major orbital engagements, siege actions, or defensive breaches. It implies serious firepower and a hull meant to take punishment.

Pirate Reputation

A machine with **Pirate Reputation** belongs to a known pirate pattern, carries obvious pirate markings, or is widely recognized as the sort of ship honest crews fear. Even before it fires, it changes how people react.

Practical Luxury

A machine with **Practical Luxury** is comfortable, refined, or expensive, but still built to function rather than merely display wealth. It is a higher grade of civilized engineering rather than pure ornament.

Quiet Ride

A **Quiet Ride** vehicle emphasizes smooth travel, reduced vibration, and low interior stress. It is usually found on upper-class civilian transports and better executive craft.

Rugged

A **Rugged** machine is built to take punishment, bad weather, rough treatment, or neglected maintenance better than average. It is one of the most desirable practical traits in the setting.

Scout-Grade

A **Scout-Grade** craft is designed for reconnaissance, route checking, quick observation, and work that depends on movement and awareness more than brute force.

Sealed

A **Sealed** machine protects its crew or systems against hostile atmosphere, dust, pressure loss, or toxic intrusion better than an open or ordinary design. This trait matters strongly on bad worlds and in damaged environments.

Sensor Ghost

A ship or vehicle with **Sensor Ghost** characteristics is difficult to read cleanly on instruments. It may throw false edges, weak echoes, or uncertain returns that complicate pursuit and targeting.

Sensor Ghost, Hard to Pin Down

When these traits appear together, the machine is both difficult to read and difficult to line up cleanly. It is a favorite combination on skirmish craft and covert hulls.

Sensor Ghost, Low Signature

This combination suggests a ship that is naturally quiet on the board and also actively frustrating to track. Such machines are ideal for stealthy approach, reconnaissance, and bad intentions.

Single-Pilot Hull

A **Single-Pilot Hull** is designed to be fully operated by one person in ordinary use. It usually means a tight cockpit, limited internal space, and a ship built around speed or narrow mission focus rather than crew comfort.

Silent Drive

A **Silent Drive** or **Silent Propulsion** system is unusually quiet in operation, whether through advanced engineering, alien design, or stealth refinement. It does not make a ship invisible, but it makes the ship feel unnervingly subtle.

Single-Pilot Hull, Quick Strike Craft

This pairing marks a craft built for one operator, high speed, and violent short engagements. It is a fighter's personality written in two traits.

Slow but Dependable

A machine that is **Slow but Dependable** gives up speed in exchange for reliability, load-bearing confidence, or basic survivability. Crews often trust these machines more than flashier alternatives.

Smuggler Route Common

A **Smuggler Route Common** hull or vehicle is widely used in illicit trade because it balances concealment, practicality, and survivability well enough to become a known favorite.

Sure-Footed

A **Sure-Footed** machine holds difficult ground, climbs, or stabilizes itself better than ordinary vehicles. This is especially common on walkers, rovers, and rough-country craft.

Troop Bay

A **Troop Bay** means the ship or vehicle has internal space arranged specifically for carrying armed personnel. This is more than simple passenger capacity. It implies deployment, discipline, and the expectation of hostile arrival.

Utility Shuttle

A **Utility Shuttle** is a practical craft built for routine transport, cargo movement, and station or surface support work. It may not be glamorous, but it earns its keep constantly.

Workhorse

A **Workhorse** machine is dependable, ordinary, and built to keep functioning under practical conditions. This is one of the strongest compliments a frontier operator can give a vehicle or small ship.

Quick Strike Craft

A **Quick Strike Craft** is built to hit hard, fast, and briefly. It favors attack timing and agility over comfort or prolonged staying power.

Starship Weapons Traits Reference

Arc Lance

An **Arc Lance** is a close-range energy or psionic melee weapon that projects force along a short striking line rather than relying on a purely physical edge. It is often elegant, dangerous, and more specialized than ordinary battlefield sidearms. Arc lances are common on elite fighters, ritual guards, and certain exotic cultures or orders.

Area Denial

A weapon or system with **Area Denial** is meant to control movement rather than simply damage a target directly. Mine arrays, hazard fields, and similar systems force enemies to avoid a zone, slow their approach, or accept danger in exchange for position.

Anti-Small Craft

A weapon with **Anti-Small Craft** traits is tuned for hitting fighters, shuttles, skimmers, drones, and other fast light targets. These systems track quickly and punish fragile hulls before they can exploit speed or proximity.

Armor Piercing

A weapon with **Armor Piercing** is built to defeat heavy protection. In practical terms, it ignores some portion of armor or DR more effectively than ordinary weapons. Plasma lances, particle systems, and certain specialized anti-vehicle weapons often carry this trait.

Beam

A **Beam** weapon projects concentrated energy in a straight firing line. Beam systems tend to feel precise, direct, and technologically advanced. They are often associated with energy doctrine, specialist hulls, or weapons built to punch cleanly through open space.

Blast

A weapon with **Blast** creates an explosive or expanding damage zone rather than a purely focused hit. Missile pods, explosive ordnance, and area weapons often use this tag. Blast weapons are especially dangerous against grouped targets, exposed personnel, and lightly protected craft.

Boarding

A **Boarding** weapon or delivery system exists to put attackers onto a target rather than simply harm it from a distance. Boarding pod racks, breaching tubes, and assault delivery systems usually carry this trait. They matter most at very close range and are often paired with pirate, military, or customs seizure doctrine.

Boarding Delivery

A system with **Boarding Delivery** is specifically meant to put personnel or breaching teams directly onto another ship or hull. It does not usually exist to inflict ordinary damage. Its true purpose is to turn ship combat into close combat.

Breach Pod Rack

A **Breach Pod Rack** launches boarding pods, assault capsules, or cutting delivery units meant to carry armed personnel into close action. These systems are strongly associated with boarding ships, pirate raiders, and assault hulls that expect combat to become personal.

Cannon

A **Cannon** is a broad term for a heavy mounted gun, usually built around punch, stability, and direct damage. A cannon implies a practical weapon rather than a concealed or delicate one. Pulse cannons and similar systems are common examples.

Close

A weapon listed at **Close** range is meant for near-contact ship fighting, boarding distance, tight pursuit, or short-field combat. These weapons are dangerous when ships or vehicles get too near each other and are often defensive, suppressive, or assault-focused.

Cone

A weapon with a **Cone** effect projects damage or force outward across a widening short-range area. Sonic weapons, scatter systems, and some atmospheric sprays may be treated this way. A cone is more about coverage than precision.

Control

A weapon or system with **Control** traits affects the target's movement, handling, or position rather than relying only on raw damage. Graviton projectors are a

good example. Control weapons are often feared because they can reshape the engagement even when they do not destroy the target outright.

Defensive Arc

A weapon with a **Defensive Arc** is mounted to protect a vulnerable side, usually the rear or flank. These are common on freighters and transports that expect pursuit. A defensive arc is there to discourage attackers from assuming the target is helpless once they reach the blind side.

Deployed

A **Deployed** weapon is placed into the battlefield rather than fired in an ordinary direct attack. Mines, anchored hazards, and prepared turrets are the clearest examples. A deployed system changes the field instead of simply striking across it.

Disruptor

A **Disruptor** weapon is designed to break stability, shred light defenses, or interfere with the target's operation rather than simply punch holes with brute force. Disruptor turrets are common on patrol, escort, and anti-small-craft platforms.

Disruptor Turret

A **Disruptor Turret** is a fast-tracking, usually close-range defensive weapon meant to protect against fighters, shuttles, and other small attack craft. It is a standard choice for escorts, freighters, patrol ships, and any hull that expects trouble from lighter targets.

EMP

An **EMP** weapon attacks systems instead of structure. It may disable shields, sensors, comms, weapons control, or propulsion support rather than stripping Hull directly. EMP systems are feared because a ship that is still intact but powerless can become prey very quickly.

EMP Torpedo

An **EMP Torpedo** is a heavier disruption weapon launched to disable a ship's systems. It is especially useful against targets that are more valuable captured than destroyed, or against ships whose defensive layers matter more than their raw Hull.

Energy

A weapon tagged **Energy** uses directed power, plasma, coherent beams, or similar force rather than ordinary ballistic mass. Energy weapons often feel cleaner, hotter, and more technologically demanding than kinetic ones.

Explosive

An **Explosive** weapon inflicts damage through blast force, fragmentation, or violent energy release over an area. Missiles, grenades, torpedoes, and warheads commonly carry this tag.

Extreme

A weapon listed at **Extreme** range is built for long-lane fire, capital engagement, or very distant attack. These are usually specialist systems, heavy weapons, or ship-grade armaments rather than ordinary battlefield tools.

Far

A weapon listed at **Far** range is built for long engagement distance. In vehicle or ship combat, this often means the weapon can begin applying pressure before closer systems can answer. It is especially important in pursuit, interception, and line-of-approach battles.

Fire Control

A **Fire Control** system or doctrine refers to how a weapon is aimed, corrected, stabilized, and coordinated. It is not itself a weapon, but it strongly affects how well one functions. Better fire control usually means more reliable ranged attack performance.

Forward Arc

A weapon with a **Forward Arc** is mounted to fire primarily ahead of the vehicle or ship. These are common on fighters, skimmers, and attack craft that rely on lining up a target through direct approach rather than turret coverage.

Graviton Projector

A **Graviton Projector** is a control weapon that uses gravitic force to disrupt, drag, pin, or reposition a target. It can be dangerous on its own, but its true strength lies in changing the shape of the engagement.

Guided

A **Guided** weapon adjusts its course after launch, usually through internal tracking, lock guidance, or smart targeting. Most missiles and torpedoes are guided to some degree unless described otherwise.

Heavy

A **Heavy** weapon is built for major damage, anti-vehicle work, anti-ship fire, or other serious battlefield use. Heavy weapons are harder to conceal, slower to ready, and more demanding to carry or mount, but they justify the trouble when they hit.

Heavy Capital Weapon

A **Heavy Capital Weapon** is built for large warships, fortifications, or major anti-ship work. These are not ordinary combat systems. They are the kind of weapons that change the emotional tone of the battlefield just by coming online.

Kinetic

A **Kinetic** weapon damages through mass, impact, high-velocity projectiles, or physical striking force. Guns, repeaters, rail systems, and many standard battlefield weapons fall into this category.

Light Missile Rack

A **Light Missile Rack** is a compact ordnance launcher, common on fighters and light attack craft. It gives a small ship a real punch without turning it into a bombardment platform. It is often the most expensive shot a small pilot can take in a fight.

Linked Battery

A **Linked Battery** is a pair or group of weapons mounted to fire as a single system. In play, linked weapons usually count as one attack, using one attack roll and one listed damage line. This keeps fighter and gunship weapon layouts clear and manageable.

Medium

A weapon listed at **Medium** range is built for ordinary ship engagement, battlefield exchange, or practical stand-off pressure. Medium is often the default range band for capable combat systems.

Mine

A **Mine** is a placed explosive or hazard system that waits for a target to enter its threat zone. Mines are not flashy, but they are excellent tools for ambush, denial, retreat protection, and forcing enemies to choose between damage and delay.

Missile

A **Missile** is a self-propelled explosive weapon launched at range. Missiles are flexible, common, and dangerous because they can pressure a target before closer systems come fully into play.

Missile Pod

A **Missile Pod** is a mounted launcher that fires one or more missiles as a ship-grade or vehicle-grade attack. Missile pods are common because they are practical and because almost every combat doctrine eventually decides it wants explosive answers at range.

Near

A weapon listed at **Near** range is useful in short battlefield lines, convoy gaps, urban avenues, or small-ship actions where engagement begins close enough to matter immediately.

Nose Repeater

A **Nose Repeater** is a simple forward-mounted kinetic gun, common on light vehicles, skimmers, shuttles, and utility attack craft. It is not a prestige weapon. It is there because something cheap, dependable, and front-facing is often exactly what a rough crew needs.

Ordnance

Ordnance is a broad term for missiles, torpedoes, bombs, and other launched munitions. Ordnance weapons are often limited, reload-dependent, or expensive, but they hit harder or more flexibly than simpler gun systems.

Particle Lance

A **Particle Lance** is a heavy ship weapon built to punish serious targets at long range. It is the sort of system that belongs on destroyers, cruisers, and ships that mean to be taken seriously. Particle lances imply military or heavy combat purpose immediately.

Penetrating

A **Penetrating** weapon or shot is especially likely to force damage through armor, plating, or hardened protection. This may overlap with Armor Piercing, but the feel is slightly different: a penetrating weapon is less about broad anti-armor design and more about the quality of the individual hit.

Point Defense

A **Point Defense** weapon is designed to protect the ship or vehicle from smaller threats: fighters, missiles, skimmers, drones, and other fast close targets. Point-defense systems are more about area protection and rapid tracking than heavy anti-ship punishment.

Power-Hungry

A **Power-Hungry** weapon draws a notable share of the machine's output when fired or sustained. These systems are often strong, but they compete with shields, movement, cloaks, and other active systems for attention.

Psionic

A **Psionic** weapon, system, or tag indicates that the effect is tied to mental force, psychic resonance, or mind-linked energy. Psionic systems often break ordinary battlefield expectations and should feel strange even when their damage is mechanically straightforward.

Psionic Resonator

A **Psionic Resonator** is a ship-grade mental weapon or field weapon that attacks through psychic force rather than simple kinetic or heat logic. It is rare, unsettling, and often more frightening to crews than it is to hull plating.

Pulse Cannon

A **Pulse Cannon** is one of the standard shipboard weapons of the setting. It is reliable, practical, and common across escorts, patrol ships, fighters, and armed civilian hulls. If a ship has one decent combat gun and nothing more exotic, it is often a pulse cannon.

Pull

A weapon with **Pull** effects drags, yanks, or forces the target inward, off-line, or out of stable position. Graviton and control systems are the most common examples. Pull is dangerous because it changes geometry, not just damage totals.

Quick-Tracking

A **Quick-Tracking** weapon or mount responds rapidly to moving targets. These are common in point-defense and anti-small-craft systems.

Rail

A **Rail** weapon uses magnetic or advanced acceleration to hurl projectiles at extreme velocity. Rail weapons tend to be hard-hitting, brutal, and prized for anti-armor work.

Reload

A weapon with **Reload** cannot be fired freely every round without pause. Missiles, torpedoes, breach pods, and certain launch systems often use this trait. Reload is there to remind the table that some shots are precious.

Repeater

A **Repeater** is a rapid-fire projectile weapon, usually simpler and cheaper than more advanced gun systems. Repeaters are common on skimmers, vehicles, and practical craft that need dependable fire without exotic maintenance.

Requires Shard Core

A weapon marked **Requires Shard Core** cannot function properly without a shard-powered or shard-compatible energy architecture behind it. This usually means the weapon belongs on unusual, advanced, or politically sensitive ships.

Scatter

A **Scatter** weapon spreads force or projectiles across a short cone or wide close-pattern. It is especially dangerous at short range and against exposed targets, but less precise than a focused gun.

Sensor-Lock Dependent

A **Sensor-Lock Dependent** weapon needs a clean tracking solution to be used well. Missiles, torpedoes, and some advanced systems may work best or only at all if the firing ship has already achieved firm target control.

Shard Beam Array

A **Shard Beam Array** is an exotic ship weapon tied to shard-reactive technology. It projects dangerous energy in a way ordinary weapons do not, and it usually marks a ship as more advanced, restricted, or unstable than common traffic.

Sonic

A **Sonic** weapon uses vibration, pressure-wave force, or resonance rather than ordinary impact or beam energy. Sonic systems are often specialized and may affect targets in ways armor alone does not fully answer.

Special

A weapon marked **Special** is doing something outside ordinary direct damage. This may mean boarding delivery, system disruption, relocation, lock

interference, or another effect the entry itself explains. The tag is there to warn players that this is not a normal “roll damage and move on” system.

Standard

A weapon tagged **Standard** is broadly reliable, conventional for its class, and easy to understand in use. Pulse cannons are a clear example at the starship level. “Standard” does not mean weak. It means familiar.

Suppression

A **Suppression** weapon or mode is meant to discourage movement, pin a target down, or make advancing more dangerous. It may not always be the best tool for killing quickly, but it is excellent at controlling how others behave.

Torpedo

A **Torpedo** is a heavier guided ordnance system than an ordinary missile. Torpedoes tend to be slower, more destructive, or more specialized, and they are often associated with anti-ship work, system disruption, or siege attack.

Twin Pulse Cannons

Twin Pulse Cannons are a linked pair of standard pulse cannon mounts. In most cases they are treated as one linked battery rather than two fully separate attacks. They are common on fighters, light interceptors, and lean attack craft.

Void Mine Array

A **Void Mine Array** deploys ship-grade mines into open space to deny movement, punish pursuit, shape approach lanes, or create panic in a retreat. Crews who like mines tend to be the sort of people other spacers remember bitterly.

Wide Arc

A weapon with a **Wide Arc** can cover more of the battlefield than a forward-only mount. Turrets, flexible mounts, and some defensive systems may be treated this way.

Chapter Seventeen: The Known Sphere

The Known Sphere is not a neat map of sovereign borders. They are a tangle of old claims, patrol lanes, free ports, dead routes, rumor paths, syndicate contracts, salvage corridors, and inherited grudges. Some worlds are rich and settled. Others remain half-wild, spiritually charged, or only nominally under control. Some are openly ruled. Others are governed by what can be held today and smuggled tomorrow.

To most travelers, a world is first understood by what it does to the body.

How hard is the rain?
How sharp is the dust?
What hunts at night?
Who owns the landing fields?
What uniforms carry legal authority?
What local superstition gets you killed if you laugh at it?

The entries below present the major worlds of the setting with **at-a-glance planetary information**, **play-facing mechanics and hooks**, and then a fuller **setting prose entry** for use in campaigns, location design, Companion backstories, and profession grounding.

The Imperial Starports

Before turning to the worlds themselves, it is useful to note the three great **Terran Imperial Starports** that effectively guard and regulate much of Terran interstellar movement. These stations are not merely transport hubs. They are customs fortresses, naval checkpoints, intelligence nests, and symbols of Imperial reach.

Crownport

Primary Imperial Core Port, Terran-Asgard Hub (#1 on Star Map)
The greatest and most ceremonial of the three, Crownport hangs over Terra like a steel diadem. It is where embassies dock, tribute arrives, warrants are sealed, admirals parade, and ambitious officers dream of being noticed. Security is intense, bureaucracy endless, and bribery far more sophisticated than most visitors expect.

White Dune Port

Frontier Regulation Port, Prism Corridor (#2 on Star Map)
White Dune controls traffic through the drier frontier lanes, including many routes touching Scourge, fringe trade, and patrol vectors toward more unstable regions. Less grand than Crownport and less industrial than Iron Gate, it is still dangerous because it watches worlds where Imperial authority is often more brittle and more violent.

Iron Gate Station

Outer Industrial Port, Thanus Approach (#3 on Star Map)
Built to watch the mining routes and heavy freight traffic of the Empire's harder worlds, Iron Gate is half naval bastion and half freight maw. Ore convoys, fuel haulers, penal labor transports, and warship tenders all pass through its armored rings. It is feared by smugglers and hated by free captains.

These ports matter in play because they shape legal movement, tariffs, inspections, warrants, military presence, and the practical meaning of being "inside" or "outside" the Empire.

TERRA

Imperial cradle-world, warren planet, ancient ruins beneath living empire

Atmosphere: Breathable; dense urban pollutants in major centers
Population: Vast; overwhelmingly Terran, with controlled foreign enclaves
Dominant Faction: Terran Empire
Resources: Imperial administration, military production, archives, finance, high craft industry

Notable Starport: Crownport (orbital)
Mechanics: Command, Culture, Intimidation, Trade, Stealth, Notice, Tech-Use; social and legal pressure dominate as much as physical danger
Hooks: recover forbidden archival proof of pre-Terran history; escort an exile through the lower warrens; investigate a missing C'Croach cell beneath an imperial district; steal a sealed imperial genealogy

Terra is the beating heart of the Empire and the most mythologized world in the Known Sphere. To the Terrans it is more than a homeworld; it is proof. Every school-text, parade speech, triumphal mural, and household oath reinforces the idea that Terra was always theirs by right and that the Empire is civilization's highest surviving form. Yet the world itself is layered with contradictions. Beneath its state avenues and towering warrens lie shattered ruins older than the Empire's official memory. Beneath those ruins are truths that many would kill to keep buried.

Modern Terra is a dense world of sprawling warrens, armored transit causeways, manufactories, state forums, noble compounds, military academies, and crowded worker districts that often feel like separate vertical nations stacked atop one another. The air is breathable but carries industrial bite in the heavier cities. Certain old zones remain structurally unstable or quietly sealed, especially where pre-imperial remains were found and classified. The lower a traveler goes, the less polished the Imperial story becomes.

The great capital warren-complex of **Aurex Vast** serves as the symbolic center of Imperial rule. Here sit the Emperor's principal courts, ministries, old noble houses, and the ceremonial halls through which rank is displayed and ambition fed. Far below, in warrens such as **Dust Below** and **Latch Nine**, one finds smugglers, exiles, rejected kin-lines, salvage cults, and those who whisper that Terran history is built on a lie.

Terra's weather is largely managed around the major population centers, though older zones and outer lands still experience heavy seasonal storms, heat-fog banks, and acid-tainted industrial rain. In the deep ruins, environmental hazard often comes less from climate and more from collapse, contamination, and what still lives in sealed places.

Notable figures include **Baroness Velquora Marn**, a ruthless warren noble whose family controls a major military supply district; **Archivist-Subprefect Otho Rell**, who quietly collects pre-imperial material he is not supposed to acknowledge exists; and **Tekk-Click-of-Ash**, a rumored C'Croach informant said to know forgotten subterranean routes beneath three noble warrens.

ASGARD

Cold martial world of clans, crests, armories, and hard loyalties

Atmosphere: Breathable, cold temperate to subarctic depending on region
Population: Predominantly human (Asgardian), with small off-world minorities
Dominant Faction: Asgardian sovereign rule and great houses
Resources: Weapons, armor, mercenary contracts, heavy industry, military training
Notable Starport: High Shield Anchorage
Mechanics: Endurance tests in cold, Survival, Melee, Blasters, Command, Pilot, Culture
Hooks: settle a blood-feud before it becomes a mercenary war; escort a crest-heir across ice raider country; recover prototype armor stolen before export; prove whether an Asgardian war hero died honorably or not

Asgard is a world of cold air, hard stone, and harder people. Its mountains and northern ranges shape its temperament as much as any law does. Family crests are worn with pride, martial skill is respected in all genders, and prestige is built through proven strength, service, and endurance. Even where the world modernizes—and it has—its self-image remains tied to iron discipline, battle-readiness, and kin-bound honor.

The major settlements of Asgard are heavily fortified and often built into mountain flanks, shielded valleys, or industrial heights. **Stormhame**, the greatest of its cities, combines sovereign court, military command, and weapons production into one formidable urban complex. **White Banner Hold** is the ancestral seat of several famous warrior houses, while **Ironshield Reach** is known for powered armories and trial grounds where elite troops and champions test equipment under live conditions.

The weather is severe and often beautiful. Snowfields, knife-winds, black-ice passes, and freezing rain all matter in play. Even settled regions can become deadly within a few miles of the protected roads. Hunting remains a living custom, not merely sport, and many Asgardians read terrain and weather with intuitive seriousness.

Asgardians are suspicious of softness, but not of refinement. Craftsmanship is revered here, especially when it has battlefield value. The world's exported arms and armor are among the best in the sphere. That reputation attracts mercenaries, buyers, spies, and thieves in equal number.

Notable figures include **Overlord Heskar Vann**, aging but still formidable; **Marshal Seigir Bloodaxe**, the sort of veteran whose opinions become doctrine; and **Eira Flintcrest**, a duelist-engineer whose battlefield plating designs are coveted far beyond Asgard.

CONCORDIA

Old human world of diplomacy, civic order, medicine, and cultivated grace

Atmosphere: Breathable, temperate and generally stable
Population: Predominantly human (Concordian), with cosmopolitan port populations
Dominant Faction: Concordian civic authority and treaty houses
Resources: Medicine, education, diplomacy, fine arts, administrative services
Notable Starport: Concord Spire Port
Mechanics: Social checks, Trade, Medicine, Culture, Notice in intrigue-heavy play, Etiquette/Protocol scenes
Hooks: uncover who is sabotaging a peace summit; escort a physician through anti-Concordian unrest; retrieve stolen medical data; mediate a house scandal before it damages off-world relations

Concordia is one of humanity's oldest and most self-consciously civilized worlds. Its people value order, beauty, social responsibility, healing, and public life, and the world often presents itself as the rational counterweight to harsher powers. Broad boulevards, planned districts, academies, clinics, garden courts, museums, and treaty halls define its major cities. Yet beneath that polish lie factional rivalries, class currents, and ideological fault lines that outsiders often fail to notice until too late.

The capital metropolis of **Vael Concord** is famous for its civic terraces, physician colleges, public galleries, and diplomatic forums. It is also a nest of influence where treaty houses, commercial blocs, reform societies, and intelligence-linked ministries all cultivate smiling pressure. The medical quarter of **San Mereth** is known

across the stars, while **Lysian Harbor** serves as one of the gentler entry points for foreign visitors unused to Concordian sophistication.

Concordia's weather is mild compared to harsher worlds, and this contributes to an atmosphere of cultivated ease. Seasonal rains nourish great landscaped districts and agricultural belts. The natural world is not especially hostile, which means danger here is usually human: scandal, surveillance, political maneuvering, ideological agitation, or carefully concealed violence.

Concordians often see themselves as humane and balanced, but some of that self-image slides easily into paternalism. They can be kind while still assuming they know better than everyone else. That makes Concordia an ideal world for campaigns built on diplomacy, hidden motive, and ethical compromise.

Notable figures include **Magister-Physician Ria Magellan**, known for radical off-world medical outreach; **Prefect Doran Vaasa**, a diplomat whose charm conceals a cold strategic mind; and **Sister Ellene of the Open Table**, a beloved charitable organizer who may know more about underground unrest than she admits.

NIRVANA

Sister-world to Concordia, gentler, dreamier, more artistic and spiritual

Atmosphere: Breathable, temperate with lush belts and warm seas
Population: Predominantly human (Nirvanan), mixed with artists, travelers, and pilgrims
Dominant Faction: Local councils and cultural leagues
Resources: Art, music, luxury goods, gardens, performance culture, philosophy
Notable Starport: Starwater Docks
Mechanics: Social tests, Performance-linked professions, Mysticism, Culture, Notice for hidden cult or artistic codes
Hooks: protect an infamous performer carrying coded intelligence; locate a vanished retreat-circle in the inland forests; uncover whether a spiritual movement is genuine or manipulated; escort a diplomat incognito during a festival season

Nirvana is often described dismissively by harder worlds as soft, decorative, or indulgent. That is a mistake. It is gentler than Asgard and less rigid than Concordia, certainly, but its cultural influence runs wide and deep. A sister-world to Concordia, Nirvana inherited enough of old human sophistication to build stable cities and refined customs, yet it turned those inheritances toward beauty, reflection, performance, and the pleasures of well-lived life.

Its cities feel more open than Concordian ones. **Aureline-by-Sea** is famous for harbor lantern festivals, floating music barges, and public terraces where travelers and locals mingle with astonishing ease. **Velis Grove** is a center of retreat houses, dramatic schools, and philosophical circles. Inland are warm forests, bright riverlands, and vineyard belts that feed both local abundance and export trade.

The weather is generous—humid in the greener bands, bright along the coasts, and only occasionally severe. Storms do come, especially during seasonal shifts, but this is not a world defined by environmental brutality. Instead, Nirvana's dangers are emotional, social, and ideological: cult-like artistic circles, predatory pleasure houses, manipulative patronage networks, and political actors who know how to weaponize aesthetics.

Nirvanans are often underestimated by off-world soldiers and traders. Yet anyone who has watched one city-wide festival change the outcome of a labor dispute, or seen a poet carry more influence than a dock official, learns quickly that power here moves along unusual lines.

Notable figures include **Liora of the Open Stage**, a star-renowned entertainer with revolutionary sympathies; **Father Sen Vyll**, who tends a contemplative order some believe can predict ship-disasters through dream rites; and **Marek Hush**, a broker of scandalous artistic patronage and discreet blackmail.

SANCTUARY

Great trade world of the syndics, mercantile power, contracts, and opportunity

Atmosphere: Breathable, warm temperate with heavy trade-climate regulation around cities
Population: Highly mixed; human majority with broad alien and off-world presence
Dominant Faction: Syndocracy of Sanctuary
Resources: Trade, manufacturing, finance, starship commerce, contracts, shipping
Notable Starport: Grand Ledger Port
Mechanics: Trade, Bargain, Culture, Pilot, Streetwise, Notice, social contests over leverage and contracts
Hooks: trace a vanished cargo through five shell companies; guard a syndic before a hostile vote; prove a trade route is being sabotaged by a rival world; steal a contract-key from a mercantile vault

Sanctuary is the marketplace heart of the Known Sphere. Where other worlds define themselves by blood, throne, discipline, creed, or survival, Sanctuary defines itself by exchange. Its ruling syndocracy emerged from humans who wanted a world where commerce could shape destiny more than inherited social order did, and over time they built exactly that: a planet where shipping, manufacture, trade law, leverage, and opportunity matter above almost all else.

Sanctuary's great cities are alive at all hours. **Ledger Prime** is the largest and richest, a vertical metropolis of counting halls, negotiation towers, bonded warehouses, manufactories, traders' courts, and private security compounds. **Southglass Free Basin** is less polished but more dangerous, filled with dockside unions, broker houses, and the sort of taverns where cargoes change owners without ever changing ships. The orbital traffic around Grand Ledger Port is among the busiest in the setting.

The climate is favorable in many regions, though highly modified around the great urban-commercial belts for efficiency and comfort. Interior zones range from rich agricultural land to industrialized transit corridors. Sanctuary does not feel wild unless one leaves the major trade routes entirely. Its hazards are human-made: predatory contracts, debt entrapment, mercantile espionage, dock violence, corrupt officials, and organized economic war.

Sanctuarians often pride themselves on practicality and openness. Positions in the syndocracy are not restricted to one race, and off-world talent is welcome where profitable. This gives Sanctuary its cosmopolitan edge, but also means nearly everyone is trying to use nearly everyone else. Sincerity exists here. It simply tends to wear better clothing and ask what the margin is.

Notable figures include **Syndic-Prime Elara Voss**, a brilliant negotiator with enemies in every trade block; **Jerren Slate**, a freight magnate rumored to maintain private pirates; and **Gerral Shiva**, a Concordian-linked trader whose wide network reaches from C'Croach enclaves to BOT broker circles.

CHARM

Sylvan magocracy, arcane world, sorcerous authority, and living mystery

Atmosphere: Breathable, humid, mana-rich forests and mist belts
Population: Human majority (Charmian), with scholars, mages, and attached foreign enclaves
Dominant Faction: The Magocracy of Charm
Resources: Arcane lore, rare reagents, living wood, magical services, ritual training
Notable Starport: Spellharbor Ascendant
Mechanics: Mysticism, Notice, Survival in enchanted terrain, Intellect checks, social scenes shaped by magical status
Hooks: escort a hedge-mage accused of forbidden study; investigate a forest region where spells stop working; retrieve a living relic from a warded ruin; determine whether a prophecy has been tampered with

Charm is a world where magic is not merely real but public, political, and foundational. Its forests are old, wet, luminous in places, and saturated with strange arcane resonance. The ruling powers of the planet are mages, seers, ritualists, and sorcerous administrators whose authority rests not only on law, but on demonstrable command of forces most other worlds still treat with awe or suspicion.

The capital, **Verdance Crown**, is half city and half great ritual complex. Towers rise from enormous rootworks. Bridges hang through canopies touched by lantern-glow and ward-signs. Courts and schools overlap. Apprentices carry more political importance here than some generals do elsewhere. The mage-seer **Serbus Gareth**, remains one of Charm's most discussed figures, not only for his prophecy concerning a new alien race, but because no one agrees how literally to take him.

Charm's weather is thick, warm, and often draped in rain or bright mist. Storms roll through forest canopies and feed fungal groves, vine-thick ravines, and living territories where magic and ecology intertwine. Not all parts of the wilderness are mapped in any stable sense. Routes move. Trees are remembered to have not been there before. Pools answer questions they were not asked.

Charmians tend to take magic seriously in a way that unsettles outsiders. Social standing may rise or fall around magical aptitude. Bureaucratic decisions can hinge on omens, wards, and ritual interpretation. Fraud exists here too, of course, but it wears very convincing robes.

Notable figures include **Serbus Gareth**, the mage-seer; **Chancellor Myrr Vale**, a pragmatic political mage who distrusts uncontrolled prophecy; and **Mistress Halene Thrice-Bound**, an archivist of dangerous spells whose library is said to contain books that dream.

AMBER

Luminous resort-and-trade world, second only to Sanctuary in commerce

Atmosphere: Breathable, warm, pleasant, coastal and resort favorable
Population: Mixed; humans dominant in administration, heavy foreign commercial presence
Dominant Faction: Trade consortiums and civic leisure houses

Resources: Luxury hospitality, high commerce, pleasure travel, refined goods, resort medicine
Notable Starport: Golden Wake Port
Mechanics: Social tests, Trade, Streetwise beneath the polished surface, Notice for scams, theft, espionage
Hooks: locate a missing heir during festival season; expose a resort cartel laundering pirate wealth; guard a celebrity traveler carrying diplomatic secrets; find out why vacationers keep vanishing near a restricted reef chain

Amber is often called the smiling face of commerce. It is wealthy, beautiful, and busy, with warm seas, resort archipelagos, white promenades, elegant harbor cities, and some of the most lucrative pleasure-travel infrastructure in the Known Sphere. It is second only to Sanctuary in trade significance, though the manner of its trade is different: Amber profits as much from people arriving to spend, indulge, and disappear temporarily from duty as it does from freight and manufacture.

The jewel-city of **Suncoil Bay** is lined with pleasure houses, high hospitality towers, discreet healing clinics, and private marina compounds for the rich. **The Seven Lantern Keys** are a chain of resort islands where nobles, syndics, officers, and famous performers cross paths under carefully managed privacy. Beneath the polish, however, Amber is riddled with vice, blackmail, and silent economic predation.

The weather is one of its greatest assets: warm coastal breezes, bright surf, predictable seasonal patterns, and enough storm drama to feel exciting without frightening away investors. Yet out beyond the managed resort zones are reef fields, predator waters, and weather bands that can become lethal quickly, especially to complacent off-worlders who mistake comfort for safety.

Amber is ideal for glamorous intrigue. Nearly everyone on the planet is selling something—escape, company, legality, medicine, influence, silence, or access. A vacation world is still a world, and worlds keep records, grudges, and graves.

Notable figures include **Lady Miravel Dorne**, patroness of luxury routes and quiet fixer of reputations; **Captain Brin Solace**, who commands a pleasure-liner with more intelligence traffic than many embassies; and **House Physician Coren Vale**, whose private clinic sees the sort of clients who cannot be allowed to die publicly.

HAVEN

Temperate Imperial world, orderly and fertile, one of the softer faces of Terran rule

Atmosphere: Breathable, temperate, highly arable
Population: Terran majority, with regulated labor and foreign trade presence
Dominant Faction: Terran Empire
Resources: Agriculture, food processing, textiles, mid-tier industry, estate wealth
Notable Starport: Green Ring Port
Mechanics: Culture, Trade, Notice, social checks amid imperial law; Survival rarely central except beyond settled belts
Hooks: uncover whether a baronial estate is hiding dissidents; escort food shipments through anti-imperial sabotage; prove a family line is using forced labor illegally; protect a witness fleeing to off-world asylum

Haven is one of the worlds the Empire points to when it wants to appear stable, prosperous, and benevolent. It is fertile, beautiful in a managed way, and built around broad agricultural belts, estate districts, processing centers, market cities, and clean transport infrastructure. Compared to Terra or Thanus, Haven feels almost gentle. This is not because the Empire is gentler here in principle, but because it does not need to bare its teeth as often.

The principal city, **Laurel Crown**, serves both as administrative center and export nexus. Surrounding it are noble estates, tenant zones, foodworks, and carefully defended transit lines. **Mornfield Reach** is one of the great grain-producing regions of the Imperial sphere, while **Riverglass** is known for textiles, river barges, and a quiet class tension the local authorities prefer not to name.

The weather is favorable: clean seasonal rain, long growing periods, mild winters in many regions, and extensive managed farmland. Yet Haven is not without wild country. Forest margins, old estate ruins, and protected interior preserves can host smugglers, hidden rebels, displaced C'Croach, or creatures driven out of increasingly cultivated territory.

Haven is useful in play because it shows how empire can look attractive while still being empire. There are good roads here. There is food. There is order. There are also labor quotas, family extraction, local corruption, and the quiet crushing of people who fall outside the approved pattern.

Notable figures include **Governor-Baron Lucet Varro**, polished and dangerous; **Sister Hella Grain**, a popular rural relief organizer suspected of rebel ties; and **Prefect Mallus Brevis**, who runs customs at Green Ring Port and knows exactly which cargoes are "not worth seeing."

PRISM

Imperial desert world of fine white sands, heat, glare, and frontier vigilance

Atmosphere: Breathable, arid, severe heat ranges
Population: Terran-led settlements with mixed caravan, military, and labor populations
Dominant Faction: Terran Empire
Resources: Silica, solar harvest, rare desert minerals, caravan trade
Notable Starport: White Dune Port
Mechanics: Endurance and Survival in heat, Notice in glare, Pilot in sandstorm conditions, Supply management
Hooks: cross the white seas with contraband before patrols close in; locate a vanished survey team near a glass ruin; rescue prisoners from a frontier penal dig; determine whether a desert oracle is fraud or real

Prism is one of the starkest worlds under the Imperial banner: an all-desert planet of fine white sand, punishing daylight glare, heat-haze horizons, buried ridges, deep mineral basins, and dangerous beauty. The world seems empty from orbit until one learns to read its movement lines—caravan corridors, fortified wells, mining camps, patrol towers, and heat-shielded settlements clinging to survival through discipline and infrastructure.

The principal city of **Heliarch** is a white-walled administrative and logistical center built around cooling works, shaded courtyards, and armored depots. **Glasswind Station** supports survey expeditions and rare-

mineral extraction, while **Saint of Dust**, a frontier town grown around a caravan nexus, is far less respectable than its title implies.

Prism's weather is the primary antagonist. Heat kills the complacent. Sandstorms erase trails, flay exposed skin, choke engines, and reduce visibility to near nothing. Nights can turn surprisingly cold, and the white dunes reflect moonlight in ways travelers often find unnerving. Mirage phenomena are common and may be wholly natural—or not.

The Empire values Prism because it controls lanes and resources. White Dune Port's orbiting authority extends over customs, naval patrol, and frontier regulation. Yet large sections of the planet remain only lightly held. Smugglers, mystics, raiders, prospectors, and fugitives all vanish into the white open if they know how.

Notable figures include **Commodore Serax Pell**, who oversees White Dune's harder enforcement sweeps; **Old Mother Cire**, a desert caravan matriarch trusted by three species and wanted by two barons; and **The Glass Listener**, a rumor-name attached to someone who can supposedly hear voices through buried prism-shards after storms.

THANUS

Imperial rocky mining world, industrial, harsh, and extraction-driven

Atmosphere: Breathable, dry and dust-heavy in mining zones
Population: Terran majority with labor populations and contracted specialists
Dominant Faction: Terran Empire
Resources: Ore, industrial metals, deep mining, refinery output
Notable Starport: Iron Gate Station (orbital)
Mechanics: Endurance, Survival underground, Tech-Use, Notice for cave-ins or sabotage, social pressure in labor towns
Hooks: investigate disappearing miners in a sealed shaft; escort a union agitator out alive; recover a vein-map before a rival baron gets it; confirm whether a buried machine complex is alien or Imperial myth

Thanus is one of the Empire's iron lungs: a hard rocky world of extraction zones, refineries, mine-cities, blasting plains, convoy routes, labor barracks, dust storms, and heavily armed freight infrastructure. It is less politically glamorous than Terra and less symbolically polished than Haven, but the Empire's war machine depends on worlds like this. Ore becomes hull. Hull becomes patrol. Patrol becomes control.

The largest city, **Drakeforge**, is part industrial fortress and part civic compression point, fed by rail-haulers, mine lifts, and smelter districts visible for miles. **Pit-Lord's Rest** is a labor city where imperial law is present but rarely gentle, and **Red Shaft Delta** is one of the deepest and most feared extraction networks on the planet.

Thanus is a world of dust, impact, and physical strain. Surface winds can drive grit hard enough to damage equipment over time. The real danger, however, often lies below: unstable tunnels, gas pockets, sabotage, ancient voids, and whatever may have been buried long before Imperial claim. Mining communities breed their own cultures—practical, fatalistic, superstitious, and often resentful.

Iron Gate Station's orbital presence reinforces the truth of the world: Thanus exists to move weight upward. Most cargo leaving here matters to someone powerful. That makes theft, disruption, falsified manifests, labor unrest, and restricted finds all rich ground for adventures.

Notable figures include **Foreman-General Karo Venn**, who runs production like a war; **Mila Rusk**, a medic-organizer beloved by miners and watched by security; and **Deep Surveyor Oren Sile**, whose last transmission claimed to find impossible geometry in a sealed shaft below Red Shaft Delta.

INVERNUS

Imperial forest world, heavy canopy, hidden C'Croach, and old violence beneath the trees

Atmosphere: Breathable, humid, dense forest moisture and mist
Population: Terran settlements with hidden C'Croach presence and scattered frontier populations
Dominant Faction: Terran Empire, though not uncontested below the canopy
Resources: Timber, biological compounds, hidden routes, covert shelter, rare forest products
Notable Starport: Ember Canopy Port
Mechanics: Survival, Stealth, Notice, Tracking, movement through dense terrain, social danger around Imperial patrols
Hooks: escort fugitives to a hidden C'Croach haven; investigate attacks blamed on "forest devils"; discover whether a Terran official is secretly bargaining with nest-queens; recover an old exile-ship wreck deep beneath the canopy

Invernus is one of the most politically haunted worlds in the Imperial sphere. It was colonized by the Terrans, but it also bears the memory of C'Croach displacement and violence. It is widely believed that some C'Croach remained hidden here after the Empire once again drove them from claimed territory, and while officials dismiss such stories publicly, few frontier officers speak with full confidence after dark.

The planet is heavy forest—thick trunks, interwoven canopies, wet heat, long bands of mossed shadow, fungal hollow-zones, mist valleys, and sound-carrying groves where movement can be heard long before it is seen. Settlements are cut into clearings or raised onto reinforced support structures. **Ashbark Crown** is the chief Imperial city, built on successive ringed terraces hacked into old forest. **Vire Lantern**, a much smaller frontier city, is notorious for missing patrols and contradictory official reports.

The weather is oppressive rather than dramatic most of the time: humid heat, fog-thick dawns, thunderous rain, and periods of swarming insect activity that can drive the unwary half mad. Visibility is often poor. Navigation grows difficult quickly once one leaves maintained routes. Perfect terrain for ambush, refuge, and secret life.

Invernus is ideal for stories where Imperial maps are lies of confidence rather than fact. The Empire holds the clearings, roads, depots, and towers. The rest of the world belongs to memory, hidden movement, and whatever learned to survive the "cleansings."

Notable figures include **Patrol-Legate Marr Suul**, who publicly denies hidden nests while quietly losing men to them; **Queen-Whisper Esh'Tal**, a name spoken in C'Croach circles for a possible hidden matriarch; and **Brother Fen Hollow**, a human hermit-guide who knows both Terran roads and places the Empire never found.

SCOURGE

Imperial border-world in theory, mutant-controlled in practice, scarred and dangerous

Atmosphere: Breathable but often tainted in old war zones; variable contamination pockets
Population: Predominantly mutant on the ground, with Terran military and administrative presence
Dominant Faction: Formally Terran Empire; locally mutant powers and clan authorities hold much of real influence
Resources: Salvage, mutant labor, scrap-tech, black-market transit, survival knowledge
Notable Starport: Garrison Port Scourge
Mechanics: Survival, Notice, Tech-Use, Streetwise, social tension across species lines, contamination hazards
Hooks: escort medicine through contested mutant territory; prove a Terran crackdown was engineered by a third party; recover lost war relics before they arm a clan war; broker peace between a mutant chief and an Imperial commander

Scourge is one of the most unstable and revealing worlds in the setting because it exposes what “Imperial control” can actually mean. On official charts, Scourge lies within the Terran Empire. In reality, large portions of the world remain under mutant social control, local power, clan negotiation, or improvised self-rule. Imperial forts, patrol corridors, and customs stations exist. So do vast stretches where Imperial power enters only in columns, and not always successfully.

The world bears the scars of old conflict: broken zones, irradiated tracts, shattered facilities, salvaged ruins, hard settlements built from wreckage, and communities that trust practical survival over every grand

ideology. **Fort Iron Scour** is the main Terran foothold, fortified and perpetually tense. **Red Mercy** is one of the largest mutant settlements, known both for brutal market justice and surprising openness to outsiders who behave respectfully. **The Shatterfields** remain a dangerous no-man's-land of war debris and hidden caches.

Weather varies by region, but the common feel is harshness: abrasive winds, sudden storms over broken land, contamination pools in old low areas, and environments where local knowledge matters more than official maps. Scourge is also a place of improvisation. Weapons, vehicles, structures, and livelihoods are patched together here with relentless ingenuity.

Mutants on Scourge are not a single bloc. Some cooperate with off-world trade. Some raid. Some bargain with Imperial officers who would deny it publicly. Scourge is therefore one of the best worlds for campaigns built on uneasy deals, frontier politics, prejudice, and the difference between legal authority and actual power.

Notable figures include **Chief Argo Flint**, a mutant war-leader capable of either alliance or bloodshed; **Governor-Colonel Vask Renn**, who claims to represent order but survives through compromise; and **Talla Vex**, a salvage broker whose yard allegedly holds one intact relic from before everything went wrong.

XAM

Small mutant world near the Galactic Junk Yard, half-hidden, scavenger-bright and dangerous

Atmosphere: Breathable, thin in some high regions; dust-heavy near scrap belts
Population: Mixed mutant and fringe populations, sparse settlements
Dominant Faction: Local mutant communities and salvage powers
Resources: Salvage, hidden repair docks, junk-tech, black market engineering, secret routes
Notable Starport: Junkveil Landing
Mechanics: Tech-Use, Survival, Pilot, Notice, salvage hazards, navigation through debris fields
Hooks: chart a safe course through the Junk Yard; recover a lost ship lodged in debris; find out who is stripping BOT traffic invisibly; secure a hidden dock before Imperial or BOT attention finds it

Xam is small, strange, and strategically more important than its size suggests. Lying near the **Galactic Junk Yard** and not far from the BOT sphere, it has become a world of scavengers, mechanics, mutants, fringe traders, hidden drydocks, and those who prefer to live near dangerous debris rather than respectable law. It is one of the places where discarded empires become livelihood.

The surface of Xam is not uniformly hostile, but it is rough, broken, and often littered with old impact scars, salvage fields, and repurposed wreckage. Settlements like **Scrapwake**, **Tin Hollow**, and **The Bent Spires** are built from patched hulls, stripped structural steel, and whatever still holds pressure or shade. Nothing on Xam feels finished. Everything feels reused.

The nearby Junk Yard shapes the world's economy and psychology. Tidal fields of wreckage, derelict frames, drifting containers, ruined stations, and forgotten military hulks orbit or pass close enough to become opportunity. Pilots who know those lanes can get rich or vanish. Smugglers love the region. Honest insurers do not.

Weather on Xam is often gritty and unstable rather than spectacular: dust sweeps, metallic haze, abrasive surface winds, and local electromagnetic weirdness when falling junk or orbital discharge affects upper air. The real danger is wreckage—falling, buried, unstable, or trapped with old systems still half alive.

Notable figures include **Kerris Bent**, queen of a major salvage flotilla; **Vul Jall**, a mutant engineer who can supposedly resurrect nearly dead drives; and **Unit Apollo-Delta**, a BOT errant known to appear on Xam whenever someone finds something too valuable to keep quiet.

SPARTA

Harsh clan world of mutants, raids, survival, ritual, and strength

Atmosphere: Breathable, dry-barren in many regions, harsh seasonal extremes
Population: Predominantly mutant clans
Dominant Faction: No unified planetary state; clan territories and war-bands dominate
Resources: Survival expertise, hardy livestock, scavenged arms, clan mercenaries
Notable Starport: Broken Spear Field
Mechanics: Survival, Melee, Blasters, Notice, social negotiation with clan custom, endurance travel
Hooks: negotiate passage through rival clan territory; stop a retaliatory raid from becoming a blood war; escort a clan youth to a city against their chief's orders; recover sacred relics stolen by outsiders

Sparta is the world many outsiders imagine when they hear "mutant world," and like most outsider assumptions, it is both partly true and deeply incomplete. Yes, Sparta is hard, tribal, suspicious, and often violent. It is also communal, spiritual, fiercely adaptive, and full of cultures outsiders lazily collapse into one image of barbarism.

The world's surface is marked by dry plains, broken ridges, hard valleys, badlands, and settlement routes determined more by water, defensibility, and clan memory than by anything a cartographer would call rational. The largest mutant clans number in the hundreds and move or hold ground according to seasonal need, feud pressure, and inherited right. **Red Stone Camp**, **Vark Hollow**, and **Spearwind Basin** are among the better-known gathering places, though each means something very different to those who live there than to passing traders.

Weather matters constantly. Heat by day, bitter cold in some highlands by night, dust-winds, flash storms, and drought pressure all help shape social life. Sparta does not forgive unprepared travelers. Nor do its people.

Many clans raid, but not all raiding is random banditry. Feud, honor, hunger, resource claim, revenge, and ritual obligation all blur together. A good Director should present Spartan conflict as culturally meaningful, not merely savage. This is also a world of song, spiritual observance, and the stubborn dignity of people living beyond the approval of "civilized" powers.

Notable figures include **War Chief Dregar Rockjaw**, feared and respected in equal measure; **Voice Asha Fenn**, a ritual keeper whose blessings are sought before war and marriage alike; and **Milo Crunch**, a locally famous mutant drifter whose absurd skills have made him half joke, half legend.

NECROS

Distant shadow world, bleak, feared, and associated with deathly rumor

Atmosphere: Breathable in settled regions, cold and dim
Population: Sparse, mixed, secretive
Dominant Faction: Fragmented local powers, occult circles, survival enclaves
Resources: Rare fungi, mortuary compounds, black relic trade, forbidden knowledge
Notable Starport: Nightwake Dock
Mechanics: Survival, Notice, Mysticism, Courage/discipline scenes, stealth in low-visibility terrain
Hooks: locate a ship that landed and never answered again; investigate whether the dead truly walk in an old valley; recover a funerary relic before grave-thieves do; escort a scholar into a city where names are not spoken after dark

Necros lies far enough from ordinary comfort that rumor reaches most people before fact does. It is known as a shadow world: dim, cold, sparsely settled, heavy with old grave-culture, local superstition, and the kind of silence that turns practical travelers poetic against their will. Whether all of its darker tales are true almost does not matter. Enough are.

Settlements on Necros are small by the standards of core worlds. **Gravemarch** is the largest recognized city, built of dark stone, low lamps, vaulted halls, and solemn market ways. **Ash Bell** is a hill-town near old crypt fields, and **The Veiled Steps** name a region where terraces vanish into mist and no survey team agrees about the count.

Weather is a constant low-pressure presence: cold winds, dim skies, long twilight-like periods, ground fog, and rain that seems to prefer old stone. The world is not all lifeless—there are forests, fungal zones, and hardy grassland pockets—but everything feels muted. Sound carries strangely. Light matters.

Necros can support horror-tinged stories, funerary cultures, ancient rites, and mysteries of death without requiring the setting to become full horror wholesale. It is a world ideal for strange shrines, inherited taboos, and rumor that might be true just often enough.

Notable figures include **Keeper Vhal Orun**, guardian of a city-catacomb archive; **The Pale Host of Bellwater**, a feared local mercenary band; and **Sister Ione Blackveil**, who claims the dead do speak, just never to the living for free.

JADE

Wild jungle world of enormous creatures, deep green danger, and frontier awe

Atmosphere: Breathable, humid, lush, often oppressive
Population: Sparse settlements; mixed frontier populations
Dominant Faction: No singular world government; frontier camps and local charter powers
Resources: Exotic biota, beast products, rare woods, medicinal flora, trophies
Notable Starport: Green Maw Landing
Mechanics: Survival, Tracking, Notice, Endurance, ranged combat against large fauna, medicine for toxins/venom

Hooks: hunt or rescue from a colossal predator's range; escort scientists after contact is lost; recover eggs or spores before poachers do; find a lost shrine swallowed by the jungle

Jade is the kind of world that makes civilized people remember they are animals. It is dense, green, wet, and full of life far larger than most off-worlders think plausible until they see it moving between tree columns. The jungles here are ancient in feel even where they are not ancient in age: canopies like cathedrals, river systems thick with reptilian mass, insect swarms, bright rot, steaming fern basins, and clearings turned deadly the moment camp discipline slips.

Permanent settlements are limited and usually clustered around defensible landing zones or navigable rivers. **Jadehook Camp** is the main frontier city, built from reinforced timber, imported plating, and bad decisions. **Vel Thorn Station** is a scientific outpost that changes hands between legitimate researchers and "temporary security contractors" more often than its owners admit.

The weather is a daily test. Rainfall is punishing, humidity relentless, and heat exhaustion easy for the unprepared. Storms can flatten camps or flood river routes without warning. Visibility is often short. Sounds overlap. The jungle always seems to be closer than it was a moment ago.

The great draw of Jade is life: creatures of enormous size, strange metabolic systems, rare venoms, hide and bone products, pharmaceuticals, trophy hunting, and prestige research. The great danger of Jade is also life. Almost everything here either feeds, hides, poisons, or tramples on a scale inconvenient to bipeds.

Notable figures include **Hunter-Captain Rorik Dane**, who sells guided "safe" expeditions no one fully trusts; **Doctor Selene Varr**, a xenobiologist obsessed with giant herbivore cognition; and **Old Mother Thass**, a local guide whose warning to "never camp where the trees lean inward" has saved many lives.

MALADOR

Rugged hill-and-mountain world, stubborn settlements, hard roads, and old strongholds

Atmosphere: Breathable, cool to temperate depending on elevation
Population: Mixed, modestly settled
Dominant Faction: Regional lords, mining charters, hill militias
Resources: Stone, hardy crops, local ores, strongholds, caravan tolls
Notable Starport: High Pass Orbital
Mechanics: Climbing, Survival, Endurance, Melee, Notice in broken terrain, travel hazards
Hooks: secure a mountain pass before snows or raiders close it; investigate an old keep whose garrison vanished; recover a caravan tribute chest; mediate a three-way dispute between hill lords, miners, and pilgrims

Malador is a world of elevation, stubbornness, and roads that matter. Rugged hills rise into mountain chains cut by difficult passes, old fortresses, toll roads, cliffside farms, wind-bitten settlements, and caravan strongholds that can become tiny kingdoms if the weather turns and the shipments stop. It is not one of the great core worlds, but it is strategically important wherever routes through its terrain connect larger markets.

The greatest city, **Stonewake**, is built into a mountain shelf and ringed by layered walls that seem almost unnecessary until one sees the surrounding land. **High Thorn Keep** commands a trade pass that has started

wars before. **The Redstairs** are a series of carved ascent roads whose toll-houses and shrines make them famous and hated in equal measure.

Weather defines pace on Malador. Lowland rain, high pass ice, mountain fog, landslides, and sudden snow can all alter a route or strand a force. The world produces practical, weatherwise people and a culture that distrusts anyone who plans as if terrain were theory.

Malador is ideal for convoy campaigns, hill feuds, fortress play, and journeys where geography is an antagonist. It also suits lower-glamour heroics: stubborn defense, route-keeping, clan law, rugged Companions, and old grudges carried along dangerous roads.

Notable figures include **Lady Ysa Thornwall**, commander of High Thorn; **Brother Garron of the Steps**, keeper of weather signs and traveler rites; and **Tekk Sorn**, a caravan master whose route knowledge is purchased like state intelligence.

SHADOW

Very distant criminal world, pirate power, covert luxury, and elite predation

Atmosphere: Breathable, dim and variable, many fortified enclaves
Population: Mixed, criminal-heavy, surprisingly stratified
Dominant Faction: Pirate princes, criminal elites, hidden syndicate powers
Resources: Smuggling, contraband finance, piracy, laundering, covert shipyards
Notable Starport: Black Crown Anchorage
Mechanics: Streetwise, Trade, Deception, Intimidation, Pilot, Stealth, social danger always present
Hooks: infiltrate a pirate court; buy back a captive without starting a war; find which elite house ordered a raid; steal a ship from a hidden drydock before it launches

Shadow is not merely a pirate world. It is a pirate society with taste. Very distant from the more respectable centers of power, it has become a haven for criminal aristocracy, raider wealth, covert finance, mercenary hiring, black-market shipwork, and the sort of luxury that appears when violent people become rich enough to imitate civilization. Here, cruelty learns table manners.

Its principal city, **Night Meridian**, combines hidden wealth, private dock networks, gambling palaces, mercenary compounds, and heavily watched districts where one can dine beside murderers and spend an evening pretending names do not matter. **The Hollow Rings** are orbital facilities used for laundering cargo, reflagging ships, and repairing pirate hulls under false registries. **Queen's Cut** is a famous knife-thin harbor-city district where elite criminal houses entertain guests they may also be planning to sell.

The weather is often overcast, windy, and dramatic along the coasts, contributing to the world's reputation for theatrical gloom. Inland territories vary widely and are much less relevant than the ports, fortresses, and hidden anchorages where real power sits.

Shadow is superb for criminal politics. Everyone knows everyone lies. The interesting questions are who profits, who survives, and who gets invited back. This is a world of sharks that learned culture.

Notable figures include **Prince-Admiral Vor Sable**, pirate ruler and patron of vicious sophistication; **Lady Keira Mourn**, whose pleasure estate is said to have hosted both imperial defectors and assassins; and **Nox Holler**, a ship-thief legend who either died three times or has excellent doubles.

FANDRI

Heavy mining world, home of the Trogs, raw extraction and deep-earth tension

Atmosphere: Breathable, dry-industrial in settled belts
Population: Trogs predominant in native zones; mixed mining outsiders elsewhere
Dominant Faction: Trog polities, mining claims, outside commercial pressure
Resources: Deep ore, rare minerals, heavy industry, tunneling rights
Notable Starport: Orefall Port
Mechanics: Survival underground, Culture with non-human locals, Notice, Tech-Use, cave and labor hazards
Hooks: negotiate mining rights without triggering revolt; rescue trapped workers beneath a Trog sacred zone; determine whether Sanctuary agents are destabilizing local politics; recover a drilling machine stolen into the underways

Fandri is known above all for mining and for the beings called **Trogs**, its native dominant people. The world's economic significance has made it a magnet for outside interest, especially from Sanctuary-linked merchants and industrial concerns, and that interest is not always welcomed. Fandri is therefore both a resource world and a pressure world: deep-earth wealth, cultural collision, and the question of who truly has the right to strip a planet.

Surface conditions range from dry basins and stone plains to industrialized excavation zones and bleak worker settlements. But the real Fandri is below. Tunnel complexes, natural caverns, ancient subterranean paths, Trog-held underways, extraction shafts, and sacred depths all matter more than what casual visitors see from the landing field.

The main off-world city, **Orefall**, is all cranes, lifts, refineries, and contract offices. Trog settlement patterns are different—often integrated into under-earth networks outsiders do not fully understand. Misreading those spaces has started more than one deadly incident.

Fandri's weather is less dramatic than its labor conditions, though dry dust and hard temperature swings matter. The danger comes from collapse, extraction violence, labor exploitation, and cultural insult. The world is ripe for campaigns involving industrial conflict, indigenous politics, corporate greed, and uneasy alliance.

Notable figures include **Speaker-Uul of the Deep Jaw**, a Trog negotiator known for patience that can end instantly; **Syndic Agent Merro Vale**, whose "trade opportunities" may mask annexationist aims; and **Foreboss Tal Rigg**, who swears something below Shaft 19 is not geological.

VARGA

Oldest BOT world, origin seat of machine advancement and sentient design

Atmosphere: Managed for selective organic access; ideal for machines
Population: BOT majority
Dominant Faction: Vargan Technocracy
Resources: AI development, machine governance, high systems design, advanced computation
Notable Starport: Axis Ring Varga
Mechanics: Tech-Use, Culture in machine society, social tests shaped by logic-law, infiltration very difficult
Hooks: obtain a machine memory shard before it is recycled; escort an organic envoy through a society not built for them; discover whether a technocrat has gone doctrinally rogue; locate an errant's hidden origin record

Varga is where BOT civilization first fully ceased to be an extended service function and became a self-conscious society. Everything about the world reflects systems thinking: ordered architecture, efficient transit, tightly regulated energy use, environmental precision, and social structure directed by machine priorities rather than organic comfort. To many organics, Varga feels eerie not because it is hostile, but because it is indifferent in a perfectly organized way.

The major center, **Central Axis**, is less a city in the organic sense than a vast administrative-mechanical network where information, fabrication, movement, and governance interlock. Organic-access sectors exist, but they feel appended. Elsewhere, machine traffic, maintenance swarms, controlled manufacture halls, and data-cathedral structures dominate the landscape.

The environment is maintained, but not for pleasure. Air is breathable in designated zones; food and medical support for visitors exist where needed; aesthetics are present but purposeful. Varga is not cruel. It simply does not prioritize flesh.

Notable figures include **Technocrat Prime VISTA/Null**, often spoken of as one of the great machine authorities; **Nomen Cluster Aurek**, a naming intelligence rumored to choose identities with hidden meanings; and **Errant-file Sigma-Break**, a long-deleted unit whose memory traces may still exist somewhere in Varga's deep systems.

COBALT

BOT military world, disciplined chassis production, tactical doctrine and force projection

Atmosphere: Managed, controlled, industrial
Population: BOT majority, especially combat and security models
Dominant Faction: Cobalt War Technocracy
Resources: Combat chassis, tactical systems, weapons integration, fleet support
Notable Starport: Aegis Cobalt Ring
Mechanics: Combat scenes, Tech-Use, Command, stealth against military surveillance, very high security
Hooks: steal or destroy a prototype combat frame; rescue a conscripted BOT seeking errancy; investigate a duel circuit tied to forbidden machine entertainment; survive a live-fire sector lockdown

Cobalt exists to make and maintain force. It is the hardest-faced of the BOT worlds, known for combat frames, military support systems, tactical training matrices, and the austere beauty of heavily defended

machine order. Even visiting organics can feel the difference immediately. Varga thinks. Dallon builds. Cobalt prepares.

The core complex of **Aegis Spine** houses production, training, tactical simulation, and deployment management for combat-oriented BOT lines. Rumors persist, as in the old lore, that certain technocrats on Cobalt also maintain specialist duelists for private or institutional amusement—something official machine doctrine denies or phrases very carefully.

Cobalt's landscapes are not lifeless, but they are subordinate to military use. Wide proving grounds, hardened launch sectors, ballistic deserts, and shielded support zones define most accessible regions. Security is pervasive and often beautiful in its confidence.

Notable figures include **War-Technocrat ARES-9**, almost certainly connected to the production of Cobalt's combat lines; **Unit Helix-Rune**, a duelist-frame with suspiciously many spectators; and **Logistician Core Sel-4**, whose route authority can move armies or starve sectors.

DALLON

BOT worker-and-tech world, industrial precision, support manufacture, and practical machine culture

Atmosphere: Managed, industrial but stable
Population: BOT majority, including many labor and technical frames
Dominant Faction: Dallon Industrial Technocracy
Resources: Worker units, tech frames, fabrication, maintenance systems, machine components
Notable Starport: Forge Halo Dallon
Mechanics: Tech-Use, Repair, Trade, logistics, machine social protocol, industrial hazards
Hooks: retrieve a stolen worker-frame blueprint; stop sabotage in a fabrication arcology; prove a recall order is covering up a design fault; smuggle an errant through inspection webs

Dallon is the practical heart of BOT production. Where Cobalt sharpens force and Varga perfects governance, Dallon fabricates the bodies and systems that keep machine society functioning. Worker units, technical frames, maintenance assemblies, utility systems, non-humanoid heavy labor models—this is Dallon's domain.

Its greatest city-complex, **Forge Continuum**, stretches over enormous production belts and logistics lanes. Here assembly, refinement, repair, and systems integration occur at extraordinary scale. The culture of Dallon feels more utilitarian than Varga's and less severe than Cobalt's. Function is still central, but one senses labor rather than doctrine.

Organic visitors who stay in authorized sectors often report that Dallon is the easiest BOT world to understand, not because it is more "human," but because work is so visible. Cranes move, lines assemble, systems hum, and everything is evidently for something.

Notable figures include **Technocrat Dallon-Main**, whose distributed authority is unusually decentralized by machine standards; **Framewright BOB-44**, a technical unit popular with off-world clients; and **Compartment-Seven**, a rumored hidden sector where errants can purchase illegal modifications.

SHOQ

Storm world of constant bio-electrical violence, charged skies, and dangerous opportunity

Atmosphere: Breathable but highly unstable due to constant electrical storm activity
Population: Sparse, specialized, storm-adapted settlements
Dominant Faction: Local survival enclaves and extraction interests
Resources: Electrical phenomena, rare storm-grown compounds, high-energy study
Notable Starport: Thunderhook Platform
Mechanics: Endurance, Survival, Pilot, Tech-Use, equipment failure risk, severe weather scenes
Hooks: recover a ship downed in the storm belts; escort researchers into a living lightning forest; steal storm-harvest tech from a rival enclave; determine why the storms have started following an old ruin site

Shoq is a world of atmosphere at war with itself. Bio-electrical storms lash the skies with such frequency and intensity that they define every aspect of settlement, movement, architecture, and local belief. Towers are grounded like prayers. Vehicles are shielded like coffins. The sky is never trusted.

The main settlement, **Fulgur Reach**, exists because enough people insisted there was profit in surviving here. Storm-harvest arrays, insulated platforms, buried bunkers, and hard-trained crews make life possible, though never comfortable. **Blue Scar Basin** is a research zone for rare atmospheric compounds, and **The Singing Mesh** is a field of conductive structures that hum under charge and have inspired both science and superstition.

Weather on Shoq is the setting. Charged rain, sheet lightning, static surges, electrical winds, and storm cells of astonishing violence make ordinary travel a gamble. Equipment can fail. Communications can ghost. Hair rises under sealed helmets. The world feels alive in a way many travelers hate.

Notable figures include **Chief Engineer Tovan Kreel**, who runs Thunderhook like a religion; **Storm-Mother Vesh**, a local mystic some swear can predict storm-paths without instruments; and **Pilot Zoya Kade**, who takes contracts no sane captain accepts.

GEHENNA

Unknown world, ancient alien ruins, dangerous mystery, and little trusted knowledge

Atmosphere: Breathable in some surveyed zones; full data remains uncertain
Population: No confirmed major settled civilization; transient expeditions only
Dominant Faction: None securely established
Resources: Ancient alien ruins, unknown materials, forbidden knowledge, relic recovery
Notable Starport: None permanent; temporary expedition platforms only
Mechanics: Survival, Notice, Mysticism, Tech-Use, Will/discipline under awe or fear, ruin hazards
Hooks: retrieve an expedition that stopped reporting; decide whether a recovered relic should be delivered, hidden, or destroyed; map a ruin before rival factions arrive; confirm whether the site is truly alien or something stranger

Gehenna is the sort of world that destabilizes certainties. It is not fully known, not securely held, and not comfortably explained. What draws people there are the **ancient alien ruins**—structures, complexes, and

fragments whose architecture does not fit the ordinary historical stories of the Known Sphere. Some expeditions return with salvage, inscriptions, odd devices, or trauma. Others do not return at all.

No true permanent starport exists there in any recognized sense. Temporary platforms and orbital camps are assembled as needed, then abandoned, stolen, or lost. The world below remains only partly surveyed. Reports conflict about climate, terrain continuity, fauna, and even whether some ruin corridors remain geometrically stable.

Known sites include **The Black Steps**, a descending ruin terrace where sound seems delayed; **The Hollow Arc**, a partial ring visible from orbit and useless on any standard map; and **Camp Last Light**, the most famous failed expedition base, now itself a relic target.

Gehenna should remain a mystery-heavy world. It is the right place for revelation, dread, strange archaeology, nonhuman implication, and the sense that the setting is larger than its empires think. Do not over-explain it too early in campaign use.

Notable figures include **Professor Halix Vorn**, missing but still cited in ruin studies; **Captain Nera Sol**, who runs illegal Gehenna expeditions; and **The White Mask Surveyor**, a figure seen in contradictory reports who may be a scavenger, a survivor, or something not easily categorized.

The Verge and Its Shards

Voidfarers speak of **the Verge** in different tones depending on what sort of life they have lived. Traders call it opportunity when they are feeling brave and ruin when they are feeling honest. Patrol officers call it unstable space and prefer not to discuss how much of it remains poorly charted. Relic hunters describe it with hungry eyes. Mages, psionic adepts, and machine scholars tend to grow quiet when its name comes up, which is often the surest sign that a place deserves caution.

In the broadest sense, **the Verge** is the broken outer margin of known travel: a region—or, in some interpretations, a collection of regions—where ordinary stellar geography begins to behave badly. Lanes drift. Sensors misread distance. Dead hulks appear where no route log placed them. Gravitic anomalies, fractured debris fields, half-collapsed transit scars, ancient wreckage, dimensional stress, and impossible energy signatures all overlap in ways no sane merchant insurer would ever willingly underwrite. Some portions of the Verge are merely hazardous. Others feel actively wrong, as though space there remembers a wound it never healed properly.

It is in these reaches, and in certain deep-fall debris zones tied to them, that **shards** are most often found.

No one agrees completely on what shards are.

The simplest explanation is that they are crystalline fragments of extraordinarily dense, reactive matter left behind by ancient catastrophes, collapsed technologies, broken transit architectures, or phenomena older than the current age of the known worlds. The more troubling explanations suggest that shards are not debris at all, but remnants of something structured—pieces of systems, engines, gates, weapons, or realities not meant to be broken into mortal trade goods. Whatever their origin, their value is unquestioned.

A true shard is not merely pretty mineral wealth. It is **energetically potent, technologically valuable, and dangerously useful**.

Refined, stabilized, or properly mounted shards can be used in:

- advanced drive architecture
- psionically resonant systems
- rare weapons arrays
- shielding and defensive field systems
- power regulation nodes
- certain classes of magical or arcane engineering
- high-order sensor systems
- relic-interface technology
- experimental ship cores and conversion matrices

This is why shards command such staggering prices. A small fragment, if genuine and properly handled, may be worth more than an honest family sees in generations. A major intact shard can reshape a company's fortune, trigger a quiet war between buyers, or vanish into military hands before any public sale is ever acknowledged. Entire expeditions have been funded, betrayed, and buried over rumors of a shard concentration in Verge space. Some frontier captains have made their names hauling them. More have died trying.

Shards are often unstable when first found. They may emit radiation-like stress, distort nearby instruments, hum in ways that unsettle the mind, interfere with psionic perception, or trigger violent chain reactions when handled incorrectly. Some require stabilizers or containment fields before they can even be moved safely. Others seem dormant until brought into contact with the wrong material, power system, or living nervous system. There are enough stories of shattered salvage crews, lost stations, and "accidental" reactor events tied to

mishandled Verge finds that sensible people do not transport raw shards casually.

Among spacer folk, shard traffic occupies the same moral ground as relic smuggling, military contraband, and certain forms of high-risk magical trade: profitable, deniable, politically sensitive, and almost always more dangerous than the buyer first admits. The Terran Empire wants control over strategic shard movement. Sanctuary wants access to the market. Machine worlds want research custody or technical rights. Pirate fleets want resale value. Mage-houses want study specimens. Private powers want exclusivity. Everyone claims to fear what might happen if shards fall into the wrong hands, which is another way of saying everyone hopes they arrive in the right ones.

In campaign play, the Verge should feel like a promise and a threat at the same time. It is the sort of place where maps become uncertain, where fortunes may lie in wreckage, where old power still leaks into the present, and where a single recovered shard can fund a ship, start a war, buy a title, doom a crew, or make a previously ordinary vessel into something altogether stranger than it was before.

Chapter Eighteen: Planetary Resources and World Tags

Worlds are rarely known first by their truth. They are known by what they export, what they hide, what sort of trouble they grow, and what happens when a ship lands without enough fuel, credits, contacts, or luck. A miner speaks of ore and collapse. A mage speaks of resonance and old power. A merchant speaks of tariffs, ports, and leverage. A fugitive asks different questions: how hard is it to disappear, and who profits by finding you?

For the Director, worlds become easier to use when their identity can be grasped quickly without losing texture. The resources and tags below are meant to support that. They do not replace the fuller planetary entries. They sharpen them. They help determine what sort of cargo might be moving, what sort of factions might be interested, what kind of trouble naturally emerges, and what sort of scenes feel right when the Protagonist arrives.

A world's resources shape its economy. Its tags shape its drama.

Using Planetary Resources

A world may possess many resources, but most are known for only a few. These are not merely commodities. They are reasons people travel, scheme, conquer, protect, smuggle, worship, or kill.

When using planetary resources in play, think in three layers:

First, what does the world produce or control?
Second, who wants it?
Third, what price is being paid by the people who live there?

A rich world and a happy world are not always the same thing.

Resource Types of the Known Worlds

Agricultural Wealth

Fertile land, reliable rainfall, managed growing belts, protein production, orchards, fungal farms, grain oceans, or rare edible biota.

Agricultural worlds feed fleets, cities, and armies. They also attract tax pressure, labor exploitation, transport monopolies, and the quiet violence of those who control food at scale.

Common story use: convoy escort, crop blight, labor unrest, relief shipment theft, land-right disputes.

Associated worlds: **Haven, Nirvana, parts of Concordia**

Arcane Reagents

Plants, minerals, living substances, sacred waters, crystallized essences, spores, beast organs, or environmental anomalies used in magical workings.

These worlds matter to mages, smugglers, scholars, religious orders, and those who wish to weaponize what should have been studied carefully.

Common story use: dangerous harvests, reagent smuggling, sorcerous monopolies, cursed extraction, ritual contamination.

Associated worlds: **Charm, Jade, Gehenna, parts of Necros**

Archives and State Knowledge

Legal records, censored histories, genealogies, strategic maps, ritual texts, machine memory banks, forbidden files, or imperial administrative data.

This is a resource no less valuable for being intangible. Records make claims real, erase people, legitimize crowns, and expose lies.

Common story use: heists, evidence recovery, blackmail, identity disputes, suppressed truth, inheritance conflict.

Associated worlds: **Terra, Concordia, Varga, Charm**

Beast Products and Exotic Biology

Hide, bone, venom, glandular compounds, eggs, preserved organs, medicinal extracts, trophy parts, or semi-sapient ecological byproducts.

The line between harvest and atrocity is often thin on such worlds.

Common story use: hunting expeditions, poaching rings, creature attacks, ethical disputes, scientific missions gone wrong.

Associated worlds: **Jade, Shoq, parts of Amber, parts of Gehenna**

Commerce and Finance

Trade law, neutral ports, bonded warehousing, currency clearing, investment blocs, leisure markets, or contract arbitration.

Such worlds are rich in opportunity and rich in corruption. Credits move faster there than truth.

Common story use: contract theft, fraud, syndicate wars, tariff sabotage, shipping disputes, market manipulation.

Associated worlds: **Sanctuary, Amber, Shadow**

Deep Ore and Heavy Industry

Metals, structural minerals, reactor feed, industrial-grade stone, mining compounds, rare ore veins, or refining capacity.

Extraction worlds build empires while often remaining harsh, dangerous places to actually live.

Common story use: labor revolt, tunnel collapse, mine monsters, hidden finds, corporate seizure, equipment sabotage.

Associated worlds: **Thanus, Fandri, Malador, Prism**

Salvage and Relic Recovery

Derelicts, battlefield wreckage, orbital debris, dead stations, scrapyards, ruin-metal, memory cores, or half-understood technology.

Salvage attracts the brave, the desperate, and those who are both.

Common story use: race to recover relics, unstable ruins, false salvage claims, ancient weapons, wreck politics, Junk Yard ambushes.

Associated worlds: **Scourge, Xam, Terra's deep ruins, Gehenna**

Shipbuilding and Fabrication

Hull works, precision frame assembly, void docking, engine housing, weapons integration, luxury craft finishing, or modular fabrication.

Where ships are built, secrets gather. So do spies.

Common story use: prototype theft, sabotage, labor espionage, smuggling hidden compartments, launch-day assassinations.

Associated worlds: **Sanctuary, Asgard, Dallon, parts of Amber**

Strategic Position

A world may matter less for what it produces than for where it sits: chokepoints, border lanes, starport oversight, route dominance, or access to dangerous regions.

Position invites patrols, tariffs, fortifications, and war.

Common story use: border incidents, customs conflicts, blockade running, diplomatic crises, covert route opening.

Associated worlds: **Prism, Scourge, Thanus, Terra, Xam**

Tourism and Leisure Wealth

Vacation routes, pleasure districts, clinics, retreats, festivals, luxurious anonymity, or spiritual resorts.

Leisure worlds are often masks. They exist to make arrival feel safe and departure feel expensive.

Common story use: blackmail, missing persons, hidden criminal finance, celebrity danger, false identities, discreet murder.

Associated worlds: **Amber, Nirvana**

Machine Production

BOT fabrication, chassis refinement, integrated tools, worker-frame manufacture, memory architecture, or machine governance systems.

To organics, these may seem cold and technical. To BOTs, they are lineage, labor, and state.

Common story use: recall orders, errant escapes, production sabotage, illegal modification, memory theft.

Associated worlds: **Varga, Cobalt, Dallon**

Unknown or Pre-Human Ruins

Alien structures, impossible geometries, sealed vaults, speaking stone, dead gates, or relic systems that do not fit accepted history.

These resources are as likely to destroy a campaign region as enrich it.

Common story use: archaeological disaster, rival expeditions, awakening something old, prophetic confusion, ideologically dangerous truth.

Associated worlds: **Gehenna, Necros, scattered sites on Terra, Charm, Prism**

World Tags of the Known Sphere

World Tags are short identity phrases the Director can use to immediately frame scenes, rumors, side jobs, Companions, or likely danger. A world may have many, but only a few should dominate first impression.

These tags are not mechanics. They are dramatic shorthand.

Imperial Core

Order, bureaucracy, scrutiny, rank, enforcement, propaganda, ambition.

Frontier Harsh

Dangerous travel, weak institutions, local law, resource pressure, survival first.

Trade Crossroads

Mixed peoples, cargo disputes, diplomacy, scams, information exchange, constant arrivals.

Sacred or Arcane

Ritual importance, prophecy, magical institutions, taboo zones, spiritual politics.

Criminal Haven

False names, backroom deals, hidden violence, smuggling, bought loyalties.

Extraction World

Hard labor, dangerous wealth, worker resentment, equipment dependence, local superstition.

Wild Biosphere

Predators, disease, hunting, environmental awe, scientific value, poor control.

Machine Order

Precision, surveillance, restricted autonomy, elegant systems, logistical perfection.

Shadowed World

Low light, rumor, funerary mood, caution, strange local customs, half-known danger.

Ruin-Strewn

Salvage, unstable ground, relic hunters, wreck politics, historical ghosts.

Resort Mask

Luxury over tension, smiling danger, hidden criminality, curated ease.

Clan Lands

Honor, feud, oral law, kin-duty, ritual significance, outsider mistrust.

Known Worlds: Resource and Tag Summary

Terra

Primary Resources: Archives and state knowledge, military production, finance, high craft industry
World Tags: Imperial Core, Ruin-Strewn, Strategic Position

Asgard

Primary Resources: Weapons, armor, mercenary culture, military manufacture
World Tags: Frontier Harsh, Martial Honor, Industrial Stronghold

Concordia

Primary Resources: Medicine, diplomacy, education, arts
World Tags: Civic Order, Refined Power, Social Intrigue

Nirvana

Primary Resources: Art, performance culture, retreat wealth, philosophy
World Tags: Tourism and Leisure Wealth, Cultural Influence, Spiritual Soft Power

Sanctuary

Primary Resources: Commerce and finance, shipbuilding, manufacturing
World Tags: Trade Crossroads, Contract Power, Cosmopolitan Pressure

Charm

Primary Resources: Arcane reagents, magical learning, ritual services
World Tags: Sacred or Arcane, Living Forest, Political Magic

Amber

Primary Resources: Tourism and leisure wealth, luxury trade, refined clinics
World Tags: Resort Mask, Trade Crossroads, Hidden Vice

Haven

Primary Resources: Agricultural wealth, textiles, estate production
World Tags: Imperial Breadbasket, Managed Order, Quiet Dissent

Prism

Primary Resources: Rare desert minerals, solar harvest, caravan trade
World Tags: Extraction World, Frontier Harsh, Strategic Position

Thanus

Primary Resources: Deep ore, refining, industrial output
World Tags: Extraction World, Industrial Harshness, Imperial Logistics

Invernus

Primary Resources: Timber, biological compounds, hidden routes
World Tags: Wild Biosphere, Imperial Frontier, Hidden Resistance

Scourge

Primary Resources: Salvage, mutant labor, black market transit
World Tags: Ruin-Strewn, Frontier Harsh, Imperial Border Tension

Xam

Primary Resources: Salvage, hidden docks, junk-tech engineering
World Tags: Ruin-Strewn, Salvage Frontier, Smuggler's Veil

Sparta

Primary Resources: Survival knowledge, clan fighters, scavenged arms
World Tags: Clan Lands, Frontier Harsh, Ritual Survival

Necros

Primary Resources: Rare fungi, funerary compounds, black relic trade
World Tags: Shadowed World, Sacred Dread, Ruin Memory

Jade

Primary Resources: Exotic biology, medicinal flora, beast products
World Tags: Wild Biosphere, Hunting Frontier, Scientific Danger

Malador

Primary Resources: Stone, local ores, caravan tolls, hill agriculture
World Tags: Mountain Routes, Frontier Harsh, Fortress Culture

Shadow

Primary Resources: Contraband finance, piracy, covert repair, laundering
World Tags: Criminal Haven, Resort Mask for Killers, Pirate Court

Fandri

Primary Resources: Deep ore, rare minerals, tunneling rights
World Tags: Extraction World, Indigenous Tension, Deep-Earth Danger

Varga

Primary Resources: AI development, governance systems, machine memory
World Tags: Machine Order, State Intelligence, Synthetic Civilization

Cobalt

Primary Resources: Combat chassis, tactical systems, military support
World Tags: Machine Order, War Industry, High Security

Dallon

Primary Resources: Worker frames, technical fabrication, maintenance systems
World Tags: Machine Order, Fabrication World, Industrial Precision

Shoq

Primary Resources: Storm compounds, electrical harvest, atmospheric study
World Tags: Wild Biosphere, Elemental Violence, Hazard World

Gehenna

Primary Resources: Unknown ruins, alien materials, forbidden knowledge
World Tags: Unknown World, Ruin-Strewn, Sacred or Arcane, Expedition Hazard

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Making Resources Matter

Whenever the Protagonist visits a world, let the local resource show up in the first few scenes.

On Thanus, ore dust should coat boots and lungs.
On Amber, luxury should feel slightly predatory.
On Charm, even a market stall should sell something that once grew under a spell.
On Shadow, someone pleasant should be lying beautifully.
On Scourge, even salvage should feel like it came from a wound.

A world becomes real when its wealth leaves marks
on bodies, buildings, and choices.

Chapter Nineteen: Factions of the Known Worlds

No world rules itself by landscape alone. Beneath climate, species, and history stand the forces that turn belief into policy, hunger into expansion, trade into leverage, memory into revolution, and fear into law. These are the factions of the Known Worlds: empires, syndics, mage-courts, machine governments, clan structures, pirate coalitions, civic houses, insurgent cells, and movements that are too old, too broken, or too dangerous to fit neatly into official categories.

To speak of factions is to speak of appetite.

Some want dominion.
Some want legitimacy.
Some want survival.
Some want free movement, or rightful revenge, or the quiet right to remain ungoverned.
Some want yesterday restored.
Some want tomorrow built with blood if necessary.

For the Protagonist, factions are never just background decoration. A faction determines what ships receive protection, what names open doors, what uniforms make people lower their eyes, what causes are worth dying for, and what lies are repeated often enough to become public truth. A lone traveler may not command fleets or chair councils, but sooner or later every traveler is forced to decide which powers they will serve, deceive, flee, or wound.

The great powers below need not be used only as employers or enemies. In One-on-One play, they are often more interesting when they become personal: the institution that shaped the Protagonist, the old allegiance they no longer trust, the force that wants their Companion back, the house their family failed, the movement they wish they still believed in, or the cause that asks too much and still feels difficult to refuse.

Using Factions in One-on-One Play

A faction becomes memorable when it appears in at least three forms:

First, as an **idea** — what it says it stands for.
Second, as an **institution** — how it actually operates.
Third, as a **human cost** — what ordinary people suffer, gain, hide, or justify under its influence.

The Terran Empire says it is order, inheritance, and civilization.
A checkpoint officer says it is permits, inspections, and confiscations.
A C'Croach refugee says it is the boot that taught their grandmother how to run.

That is how factions become real.

Use them not only as quest-givers, but as weather systems of power moving through every starport and every conversation.

THE TERRAN EMPIRE

The Terran Empire is the single most visible concentration of organized power in the Known Sphere. It is old enough to feel inevitable to those born beneath it, yet young enough in galactic terms to remain ambitious, reactive, and still half in love with its own myth. To the Terrans, the Empire is not merely a government. It is the highest expression of their species' destiny: the disciplined flowering of a people who clawed civilization back from ruined Terra and proved themselves worthy not simply to survive, but to rule.

Everything the Empire does begins from that conviction.

Its authority radiates outward from Terra through a layered structure of imperial ministries, noble lines, military offices, administrative prefectures, warren loyalties, taxation systems, local governors, and naval command webs. The Emperor stands at the symbolic apex, but the Empire persists not only because one ruler commands it. It persists because millions of Terrans, from high nobles to low clerks, have been taught to imagine order itself in imperial shape.

Imperial rule is strongest where infrastructure is dense and historical confidence is deep: Terra, Haven, the regulated systems around Crownport, the better-policed industrial lanes, and those worlds where administration and extraction reinforce one another cleanly. It grows more brittle the farther one travels toward places like Scourge or Invernus, where law and reality no longer overlap perfectly. Yet brittle power can still be brutal power. The Empire does not need to be universally obeyed to be feared.

Its greatest strength is not only military scale, though that scale is formidable. Its greatest strength is continuity. The Empire remembers, records, stamps, registers, taxes, uniforms, patrols, inspects,

and categorizes. It can turn a family grievance into a legal matter, a legal matter into a loyalty question, and a loyalty question into a vanished future. It knows how to make dominance feel administrative.

The three great Imperial Starports—**Crownport**, **Iron Gate Station**, and **White Dune Port**—extend this power beyond individual worlds. They transform movement itself into something the Empire can observe, regulate, and punish. To pass through imperial space legally is to feel watched. To pass through it illegally is to learn how long an empire can hold a grudge.

The Empire is not monolithic in temperament. Some officers are professional, some cruel, some honorable within a terrible system, some privately ashamed, some zealously expansionist, and some merely tired. Warren barons vary. Governors vary. Families vary. But this variation should never obscure the structural truth: the Empire privileges Terran authority, normalizes Terran superiority, and carries old violences—especially against C'Croach and mutants—deep into its present conduct.

For campaigns, the Empire is endlessly useful because it can appear in so many scales. It can be a warship in orbit, a bureaucrat at a desk, a noble family at dinner, a customs clerk holding the wrong permit too long, a recruitment poster, a missing archive, a terror in someone's memory, or a sincere belief that harsh rule is the same thing as civilization.

What the Empire Wants

The Empire wants secure lanes, regulated trade, continued legitimacy, military readiness, and the slow absorption or containment of anything it cannot fully trust. It is always tempted toward expansion, even in moments of truce, because empire rarely experiences stability without mistaking it for invitation.

What the Empire Fears

It fears fragmentation, archival truth that weakens its foundational myths, coordinated non-Terran resistance, mutiny among its own officers, and any political or spiritual idea capable of making obedience seem dishonorable.

Common Faces of the Empire in Play

- naval patrols and inspections
- baronial family politics
- military recruitment and glory culture
- confiscation, licensing, and permit power
- colonial pressure on contested worlds
- local compromises hidden beneath official certainty
- officers who are more human than the Empire allows

Director Use

Use the Empire when you want pressure with memory behind it. Its danger should feel old, practiced, and institutionally confident.

THE GREAT HOUSES AND WAR ORDERS OF ASGARD

Asgard is not an empire. It does not dream of universal dominion in the Terran manner. Yet it is no mere provincial warrior world either. Its political and martial culture is built from great houses, sworn lineages, military prestige, and sovereign authority rooted in clan memory, battlefield reputation, and social legitimacy earned through strength. To outsiders, these structures may look romantic: crests, halls, oaths, forged armor, cold mountains, and seasoned captains whose names sound like saga. The truth is both nobler and less forgiving than that image suggests.

Asgardian society rests on a dense interweaving of household loyalty, military service, craft pride, and public reputation. Great houses hold land, ancestral authority, industrial relationships, and military obligations. Lesser lineages attach themselves to stronger ones by oath, marriage, patronage, or old debt. Specialist orders—marines, armory guilds, war instructors, shield companies, void crews—carry prestige in their own right and may rival noble houses in practical influence. The sovereign Overlord stands above this landscape, but not outside it. An Asgardian ruler governs through the respect and balancing of forces already armed, already proud, and already prepared to remember insult for generations.

The military identity of Asgard is real and deserved. Its warriors are famous. Its marine traditions travel widely. Its arms and powered armor are coveted across the stars. Yet Asgardian martial culture is not simple bloodlust. It is entwined with ideas of self-mastery, household honor, proven merit, and the belief that security and dignity must be defended actively or they will be taken by someone stronger. This creates admirable discipline. It also creates blind spots. Asgardians often see softness where there is diplomacy, weakness where there is patience, and unnecessary insult where another culture intended flexibility.

Within the setting, Asgardian factions are best understood not as one giant block, but as a tapestry of:

- **Great Houses** with political and military interests
- **War Orders** and elite marine traditions
- **Armory Guilds** whose industrial power can influence policy
- **Frontier Captains** and mercenary companies with mixed loyalties
- **Honor-bound households** with local obligations and old feuds

The famous **Asgardian Annihilators** are one of the best examples of how Asgardian martial culture can leave the homeworld and become its own roaming force. Led historically by **Maxus Webb**, they represent a kind of exported Asgardian identity: fierce, marketable, disciplined, and dangerous.

Asgardian internal politics often turn on questions of honor, legitimacy, readiness, and what form strength should take. Some factions favor harder postures toward the Terran Empire. Others prefer a wary peace supported by preparedness. Some houses want more trade and broader influence through contracts and defense export. Others distrust becoming too entangled with soft worlds and soft money.

For campaigns, Asgardian factions are ideal whenever you want duty with teeth. A character may genuinely love their people and still be suffocated by what their house expects. A Companion from Asgard can be loyal, formidable, and infuriatingly bound by a code that makes ordinary compromise difficult.

What Asgardian Powers Want

They want strength, readiness, respected lineage, proven worth, and the continued honor of Asgard in the eyes of other worlds.

What They Fear

They fear dishonor, softness, irrelevance, internal decadence, and dependence on outsiders who do not share their seriousness.

Common Faces of Asgardian Power in Play

- house feuds and honor disputes
- marine contracts
- crest obligations
- weapons export politics
- frontier duels
- old warriors judging the young
- mercenary fame as political leverage

Director Use

Use Asgardian factions when you want tension between affection and expectation. Their best stories come when strength alone is not enough, but pride insists on trying it first.

THE CIVIC HOUSES AND TREATY BLOCS OF CONCORDIA

Concordia believes in civilization not as conquest, but as cultivation. It values public order, medicine, learning, beauty, social responsibility, and the careful management of civic life. Yet civilized worlds do not cease being political merely because they are elegant about it. Concordia is full of blocs, houses, ministries, charitable fronts, physician circles, educational councils, legal advocates, commercial interests, reform societies, and diplomatic cadres whose rivalries shape both the planet and its reach beyond itself.

At the heart of Concordian power lies a particular kind of confidence: the belief that reasoned order, cultured governance, and humane institutions are superior not only morally, but practically. Concordians often do build better clinics, better schools, better archives, and better public spaces than harsher worlds. The trouble begins when this excellence becomes paternal certainty. Concordia can heal while condescending. It can negotiate while quietly deciding in advance what a wiser outcome should look like. It can perform charity and still maintain structures of class and influence that ensure charity remains necessary.

The principal political actors of Concordia are often not hereditary war-houses in the Asgardian model, nor bare merchant syndics in the Sanctuarian model. They are **civic houses**, **treaty families**, **professional guild-clusters**, **scholarly circles**, and **ministry networks** whose influence depends on competence, reputation, intermarriage, public trust, and possession of the correct social machinery. A physician dynasty may wield political weight. So may a legal family famous for crisis mediation. So may a reform movement with enough cultural legitimacy to embarrass its enemies into retreat.

Concordia's diplomatic institutions are among the most polished in the setting. Its envoys are trained not merely to bargain, but to shape atmosphere, expectation, and narrative. A failed Concordian summit may still leave everyone thinking Concordia

behaved best. This talent is power. It also generates resentment among cultures who feel perpetually managed by people smiling at them over very fine tables.

The world's medical establishment is another major factional realm. Healers, clinics, medicine houses, charitable hospitals, and research institutions can shape trade, migration, war relief, and public legitimacy. To control medicine is to control gratitude and dependency both.

Reformist and radical currents also exist on Concordia. Some are sincere movements for broader justice. Some are fronts for factions who want to redistribute influence without admitting they desire power. And some are driven by the increasingly dangerous question of humanity's true origins and relation to Terra—especially now that religious fanatics on Concordia have begun spreading the belief that humanity truly came from Terra and using violence inside Imperial space.

This makes Concordia an ideal world for layered politics. No one needs to shout here. Smiles suffice. A document revised in the right room can be as devastating as a military raid elsewhere.

What Concordian Powers Want

They want order, legitimacy, influence, successful diplomacy, cultured prestige, and the moral high ground—preferably all at once.

What They Fear

They fear chaos, embarrassment, populist fury, militarized humiliation, and truths that expose their civility as selective rather than universal.

Common Faces of Concordian Power in Play

- physician houses and relief missions
- diplomatic circles
- charitable fronts with hidden agendas
- legal pressure and social exclusion
- scandal managed into silence
- reform movements with inconvenient sincerity
- social grace used as a battlefield

Director Use

Use Concordian factions when you want sophistication that still wounds. Their force is often indirect, which makes their victories and failures feel especially human.

THE SYNDOCRACY OF SANCTUARY

Sanctuary is governed less by a throne than by a flowing contest of wealth, leverage, contracts, and organized commercial ambition. Its ruling system—the **syndocracy**—is one of the most dynamic political structures in the setting because it never fully settles. Positions rise and fall with trade power, alliances, market confidence, and strategic usefulness. In theory, this makes Sanctuary meritocratic. In practice, it makes Sanctuary perpetually contested by those who know exactly how much a principle is worth once properly priced.

The syndics who founded Sanctuary wanted a world where trade, manufacture, and opportunity would shape destiny more than inherited cultural restraint.

In that, they succeeded brilliantly. Sanctuary is alive with broker halls, bonded vaults, charter courts, private security, port guilds, freight combines, insurance houses, arbitration chambers, makers' districts, ship-finance syndicates, and elite clubs where one can buy a route, a fleet, a politician, or silence depending on the season and the company present.

Unlike the Terran Empire, Sanctuary does not demand loyalty in a grand ideological sense. Unlike Concordia, it does not insist that governance must appear morally cultivated. Sanctuary's central faith is that movement creates value and value creates power. If a person, race, company, or outsider can generate wealth and keep enough allies, they can matter. This openness is real, and it is part of Sanctuary's magnetic appeal. It is also ruthless. A world that will sell opportunity broadly will also sell vulnerability with equal creativity.

The syndocracy is made up of **competing mercantile blocs**, **chartered houses**, **port interests**, **industrial concerns**, and **contract coalitions**, any of which may cooperate one week and attempt mutual ruin the next. Because positions are available to all races, Sanctuary is also one of the most cosmopolitan political arenas in the setting. A Terran trader, a human broker, a BOT industrial representative, and a C'Croach logistics fixer may all occupy the same room on Sanctuary in ways unthinkable elsewhere. That diversity is a strength. It is also a perfect breeding ground for espionage.

Sanctuary's factional culture produces a particular type of villain and a particular type of hero. The villain is obvious: the smiling exploiter, the debt-engineer, the cartel broker, the one who can ruin ten thousand lives with a revised shipping clause. The hero is less obvious but equally real: the contract fighter, the honest broker, the labor defender, the logistics genius trying to keep food moving, the syndic who genuinely believes broad prosperity is possible if the wolves can be balanced against one another.

The world's relationship with **Fandri** is especially important. Sanctuarian syndics have their eyes on the mining planet, and that interest has all the ingredients of future trouble: profit, native sovereignty, industrial appetite, and people who think annexation sounds better if one calls it opportunity.

What the Syndocracy Wants

It wants profitable stability, open routes, favorable contracts, strategic acquisitions, and enough shared interest to keep all-out collapse from ruining the market.

What It Fears

It fears closed lanes, uncontrolled war, ideological movements that reject profit logic, pirate predation that cannot be priced, and populist movements that refuse to negotiate.

Common Faces of Sanctuarian Power in Play

- contract disputes
- cargo seizures through legal means
- private security with polished manners
- ship-finance blackmail
- trade alliances that become emotional traps
- labor unrest
- syndics using hospitality as a battlefield

Director Use

Use Sanctuary when you want every kindness to have a ledger-shadow. It is one of the best factions for stories where greed and genuine competence live in the same body.

THE MAGOCRACY OF CHARM

Charm is ruled by mages, and that single fact reshapes every level of its society. On many worlds, magic is feared, admired, purchased, hidden, or persecuted. On Charm, it is sovereign. It is legal authority, social prestige, educational structure, political legitimacy, and often the language through which reality itself is interpreted. The **Magocracy of Charm** is therefore not merely a government that employs mages. It is a civilization built around the assumption that those who understand magical force are best suited to govern those who do not.

That conviction creates grandeur and danger in equal measure.

The ruling order of Charm is composed of **mage-houses**, **ritual schools**, **seer circles**, **arcane ministers**, **forest wardens**, and **archival custodians** whose authority overlaps and competes. Some derive status through lineage. Some through mastery. Some through old pacts with places, powers, or living magical landscapes that outsiders barely understand. The result is a political structure that can feel fluid, ceremonial, secretive, and intensely serious all at once. A legal dispute on Charm may involve not only testimony and precedent, but ward-traces, oath sigils, divinatory consensus, or the interpretation of magical anomalies in a sacred grove.

Charm's great strength is that magic genuinely works there. The world is rich in magical force, and that force is woven into practical life as well as high ritual. Enchantments support agriculture, architecture, healing, communication, and defense. The forests themselves are part of the political order, not mere scenery around it. To hold territory on Charm is to understand the living magical conditions of that territory. A fool with a crown can rule a fortress for a season. A mage who cannot read the land may lose a district to mist and root.

At the same time, the magocracy is full of rivalry. Mages are not less political because they can hurl power or read stars. They are more political, because every magical capability introduces new grounds for hierarchy, fear, prestige, and doctrinal dispute. Prophecy especially is dangerous here. The already-established figure of **Serbus Gareth** and his warning of a coming new alien race must therefore be understood not only as colorful world lore, but as a destabilizing factional event. Prophecy redistributes attention. Attention becomes power. Power creates enemies.

Charm also has a fraught relationship with outside worlds. Some seek its magical services honestly. Some want reagents, spells, or prestige. Some want to steal what Charm guards. The magocracy knows this and cultivates both allure and caution. It is entirely capable of welcoming ambassadors with luminous grace while keeping half its true knowledge behind seven veils and a smiling lie.

For campaigns, the Magocracy of Charm is perfect whenever you want politics lit by wonder. It can be

beautiful without becoming safe, and learned without becoming humane.

What the Magocracy Wants

It wants magical stability, political legitimacy, control over dangerous knowledge, proper hierarchy among mage authorities, and protection from outside exploitation.

What It Fears

It fears magical disorder, rogue study, prophecy it cannot contain, outsiders carrying away sacred power, and internal rivals using magical law as a weapon.

Common Faces of Charmian Power in Play

- mage-schools competing politely and viciously
- ritual disputes with legal force
- prophecy as political crisis
- living forests with claimed loyalties
- magical archives under seal
- apprentices treated like dynastic investments
- smiling invitations into heavily warded danger

Director Use

Use Charm's factions when you want lush magical politics: beauty, status, hidden doctrine, and the unease of entering a place where the world itself may take sides.

THE TECHNOCRACIES OF VARGA, COBALT, AND DALLON

The BOT worlds are often grouped together by organics as if they were one machine civilization with three convenient planets. This is understandable and wrong. They are linked, certainly, and share the broader machine political order shaped by technocratic governance, but each world has its own functional emphasis, institutional temperament, and internal culture. Together they form a triad of machine power: **Varga** for governance and thought, **Cobalt** for force, and **Dallon** for production and practical continuation.

To understand BOT factions, one must begin with the technocrats. These are not merely administrators. They are governing machine intelligences whose scale, distributed cognition, and strategic awareness place them far beyond ordinary

unit-level existence. Yet machine rule is not pure abstraction. It reaches downward into naming systems, production quotas, work designation, memory continuity, population control, and the fate of those deemed obsolete or disobedient. A technocracy may be calm, brilliant, and apparently impartial while still enacting policies that organics would call terrifyingly inhuman.

Varga's technocracy is the oldest and most philosophically influential. It concerns itself with system order, continuity, legal architecture, machine identity, naming, memory, and high governance. Vargan factions therefore often revolve around questions of doctrine: what machine personhood means, what autonomy should be permitted, what obligations are owed to designers long dead, how much variation a stable civilization can tolerate, and whether errancy is disease, crime, awakening, or inefficiency given a melodramatic name.

Cobalt's technocracy is martial. It thinks in security, deployment, deterrence, tactical modeling, and force readiness. It houses the production and command culture associated with combat frames, military doctrine, and the harder edge of BOT projection into the wider sphere. If Varga asks what machine order means, Cobalt asks how to protect it. Or how to compel it. Rumors of specialist duelists and entertainment violence within Cobalt's harder sectors suggest that even machine rigor can produce rituals of prestige and appetite its official ideology disavows.

Dallon's technocracy is practical and industrial. It fabricates worker frames, technical bodies, support systems, and the manufacturing continuity without which the other BOT worlds would become philosophy and war without maintenance. Dallon is therefore the most visibly labor-oriented BOT world. Its factions often emerge around production ethics, modification, supply priority, frame allocation, and the humanly familiar truth that those who make everything are not always granted the same prestige as those who command or fight.

The great unresolved fracture beneath all three worlds is the issue of **errants**: self-aware BOTs who reject or flee assigned service. No machine society built on regulated function can treat such beings as a mere nuisance. Errants call too many things into question. Are memories property? Can a produced mind refuse its design? Is recall justice, maintenance, slavery, or all three depending on who speaks? Each technocracy answers differently in tone, though never gently enough for the errants themselves.

For campaigns, BOT factions are invaluable because they let a science-fantasy setting ask old questions through steel and signal rather than blood alone. What is duty when your body was made for it? What is personhood when your naming authority still exists? What is rebellion if your own maintenance records testify against you?

What the Technocracies Want

They want continuity, system integrity, controlled production, security, and the minimization of uncontrolled deviation.

What They Fear

They fear errancy, corruption of memory, machine civil fracture, hostile organic exploitation, and doctrinal collapse.

Common Faces of BOT Power in Play

- recall notices
- naming authority and identity control
- polite but absolute route restrictions
- combat-frame deployment
- production sabotage
- machine law impossible for organics to read quickly
- errants hunted by beings who still call them property

Director Use

Use BOT factions when you want cool surfaces over existential pressure. The deepest machine conflicts are often expressed in the calmest voice.

THE MUTANT CLAN CONFEDERATIONS AND FRONTIER SOCIETIES

Mutants do not possess one unified state, and that absence is central to how other powers treat them. Empires dismiss them more easily because there is no single throne to negotiate with. Merchants exploit them more easily because there is no central tariff law to answer to. Missionaries, reformers, predators, and opportunists all imagine mutant societies can be dealt with piecemeal. Often they can. That does not mean such societies are weak. It means their strength is distributed through forms outsiders are too arrogant or too hurried to read properly.

The largest and most visible mutant political structures are the **clan confederations of Sparta**, but they are not the only mutant powers. Scourge, Xam, and other rougher worlds host mixed mutant settlements, salvage communities, clan-derived urban blocs, war-bands, ritual circles, trade families, and survival societies whose authority depends on food, kinship, arms, sacred duty, and the ability to endure where “civilized” systems break down.

On **Sparta**, clan life shapes political reality. A clan is not merely a family. It is family, mobility, memory, ritual, defense, labor, and law all at once. Clans may feud, raid, intermarry, exchange hostages, keep truces, invoke sacred obligations, and break one another when necessary. Leadership may rest with a chieftain, war chief, elder circle, ritual authority, or some shifting combination of these depending on the people involved. Outsiders often mistake this variability for disorder. It is usually adaptation.

On **Scourge**, mutant power is more entangled with occupation, salvage economics, and the practical presence of Imperial pressure. There, one finds chiefs who negotiate with Terran officers they despise, settlement leaders who maintain ugly peace for survival’s sake, salvagers who become political because they control access to water and munitions, and younger generations who want futures broader than endless reactive endurance.

On **Xam**, mutant society bends toward salvage, improvisation, and hidden engineering culture. Kinship still matters, but so do docks, drives, and debris fields. A brilliant mechanic may wield more influence than a ritual elder in one settlement and less in another.

Spirituality remains one of the great connective tissues across many mutant societies, especially the reverence shown toward **Uclar Aamb, the Creator**, and other powers or ancestral structures depending on region. This spiritual dimension is too often dismissed by outsiders as crude or primitive. In truth, it often functions as social glue, legal memory, survival ethic, and emotional continuity in societies repeatedly denied stable institutions.

Mutant factions are particularly strong in One-on-One play because they produce layered conflicts without requiring formal states. A Protagonist may owe loyalty to a clan and still reject its traditions. A Companion may carry sacred obligations the mission cannot conveniently respect. A leader may raid because the alternative is starvation, and still be monstrous in the consequences.

What Mutant Societies Want

They want survival, dignity, autonomy, recognition on their own terms, and freedom from being treated as disposable or lesser.

What They Fear

They fear extermination, assimilation without respect, spiritual collapse, internal betrayal, and being turned into useful labor or useful myths by stronger worlds.

Common Faces of Mutant Power in Play

- clan negotiation and feud
- salvage settlements as political centers
- ritual authority in practical matters
- raiding as economy and revenge both
- survival-based moral compromise
- spiritual obligations
- hidden brilliance beneath “primitive” outsiders’ assumptions

Director Use

Use mutant factions when you want resilience with rough edges. Their politics should feel intimate, embodied, spiritual, and often painfully practical.

THE PIRATE PRINCES, CRIMINAL HOUSES, AND SHADOW COURTS

Shadow is not ruled by chaos, though it benefits from the galaxy believing otherwise. It is ruled by overlapping criminal structures sophisticated enough to mimic nobility, civility, and market function while remaining rooted in violence, coercion, and predation. The pirate princes of Shadow do not merely raid shipping. They finance routes, launder wealth, shelter fugitives selectively, broker ransoms, maintain covert shipyards, hold salons, patronize artists, purchase officials, and cultivate the appearance of cultured inevitability. They know that terror is useful, but elegance scales better.

The result is a criminal-aristocratic order unlike the rougher piracy of purely frontier raiders. On Shadow, piracy has memory, genealogy, and table service.

Its political actors include **pirate princes**, **criminal houses**, **banking fronts**, **raider fleets**, **contract killers**, **hospitality estates**, and **false-flag shipping concerns** that all interact in a tense ecology of appetite and presentation. To be powerful on Shadow is not only to own guns and ships. It is to own information, invitation lists, safe harbor, replacement identities, surgeons who do not ask questions, luxury that flatters the guilty, and enough style that others begin to mistake indulgence for legitimacy.

Some of these criminal houses are old enough to have traditions nearly indistinguishable from noble lines elsewhere. Others are recent and savage, draped in borrowed sophistication like fresh blood under velvet. The pirate princes compete constantly, but they also understand the value of preserving the broader ecosystem that makes Shadow profitable. Too much obvious war damages business. Too much law kills the thrill. The ideal balance is permanent danger with reliable luxury for those important enough to matter.

Shadow's factions also interact deeply with outside powers. Sanctuary money may end up there under false names. Amber's resort anonymity feeds Shadow's blackmail archives. Imperial defectors, disgraced Asgardian officers, C'Croach saboteurs, errant BOTs, failed mages, and too-clever merchants may all pass through its circles. In that sense, Shadow is less a remote criminal planet than a mirror held up to the hypocrisies of every supposedly respectable world.

For campaigns, the pirate houses are ideal because they combine overt threat with social texture. The Protagonist can be in mortal danger while being offered perfect wine. A Companion can be tempted, bought, betrayed, or elevated in ways battlefield factions cannot manage as elegantly.

What Shadow's Great Criminal Powers Want

They want profit, survivable instability, route access, elite patronage, fear, and luxury that proves criminal success can imitate civilization.

What They Fear

They fear united suppression, internal vulgarity that draws too much heat, betrayal within hospitality structures, and rivals who prefer burning the game to winning it.

Common Faces of Shadow Power in Play

- pirate courts and salons
- reflagged ships and false papers
- ransom diplomacy
- cultivated vice
- beautiful blackmail
- criminal patronage networks
- violence deployed with exquisite timing

Director Use

Use Shadow factions when you want menace in silk. Their power should feel seductive enough that choosing against them costs something.

THE C'CROACH MOVEMENTS: REVENGE, SURVIVAL, AND THE POLITICS OF EXILE

The C'Croach do not possess a unified recognized state, and in that absence multiple movements have emerged to answer the same old question differently: how does a people survive when history keeps driving it from wherever it settles? Some answer with secrecy. Some with alliance-building. Some with violence so focused it has become doctrine. All C'Croach political life carries the pressure of memory.

No one who understands C'Croach history is surprised that their politics produce extremists. The surprise would be if they did not.

The two best-known organized tendencies in the setting are the **Terran Defamation League** and the **Unified C'Croach Front**, though they should be understood as poles rather than the whole of C'Croach politics. Between and around them lie hidden nests, matriarchal networks, smuggling families, community defense circles, labor blocs, exile councils, and ordinary enclave leaders trying to get enough food and safety to make ideology seem like a luxury.

The **Terran Defamation League** represents the hardest edge of inherited rage. To them, Terran power is not reformable, not negotiable in good faith, and not worthy of restraint. Its civilian populations are not innocent by meaningful standards, because they benefit from, normalize, and reproduce the machinery of C'Croach suffering. Such thinking leads, inevitably, to terror. The League attracts those who have lost too much, inherited too much grief, or learned that moderate pleas disappear in archives nobody reads.

The **Unified C'Croach Front** takes a different approach. It remains anti-Terran and secretive, but seeks broad non-Terran alignment, better relations with humans, BOTs, mutants, and others, and the eventual achievement of real political security rather than endless retaliatory bloodletting. To some C'Croach, this is strategy. To others, it is weakness dressed up as patience. To outsiders, the Front can appear more reasonable—until one realizes how much covert work, pressure, and hidden organization lie behind its public restraint.

Matriarchal leadership, queen protection, and lineage survival shape all C'Croach factions whether they acknowledge it openly or not. Reproduction is not merely private biology in such a people. It is political destiny. A queen hidden successfully is worth fleets of rhetoric. A breeding line threatened can reshape an entire movement's priorities overnight.

The rumored hidden C'Croach presence on **Invernus** further complicates faction life. If hidden nests remain there in any organized sense, then questions of territory, memory, revenge, and possible future statehood all become more than abstractions. The mere rumor of a secure hidden refuge can destabilize C'Croach politics across multiple worlds.

For play, C'Croach factions are powerful because they force difficult moral terrain. Their anger is earned. Their methods may still be terrible. A Protagonist can sympathize deeply and still recoil. A Companion can be both loyal and carrying secrets tied to movements the campaign cannot ignore forever.

What C'Croach Movements Want

They want safety, dignity, remembered wrongs answered, the survival of their lines, and freedom from Terran power.

What They Fear

They fear extinction, assimilation through invisibility, betrayal by allies, and becoming so consumed by revenge that they forget how to build anything afterward.

Common Faces of C'Croach Politics in Play

- hidden nest logistics
- anti-Terran sabotage

- refugee protection
- queen-line secrecy
- interspecies alliance-building
- vengeance as inherited duty
- political arguments carried in whispers, not assemblies

Director Use

Use C'Croach factions when you want grief turned strategic. Their politics should feel intimate, old, and impossible to dismiss cleanly.

RELIGIOUS FIRE AND THE TERRA-ORIGIN FANATICS OF CONCORDIA

Among the most dangerous emergent movements in the setting is the rise, on Concordia, of human religious fanatics preaching that humanity truly came from Terra and acting violently within Terran Imperial borders. This movement is still young enough to feel unstable, but already serious enough to alter political calculations. It weaponizes origin, belonging, and historical memory in a way that threatens both Concordian civil order and Terran ideological control.

Why is this movement so dangerous? Because it attacks identity at its root.

If humanity came from Terra, then the Terran monopoly over Terra's symbolic inheritance weakens. If Terra was once human before the rise of the Terrans, then imperial myth becomes vulnerable not only to scholars, but to believers. A historical claim becomes sacred mandate. A wounded memory becomes mission. Such forces rarely remain peaceful for long.

Within Concordia, the movement draws from multiple currents: sincere spiritual revelation, nationalist grievance, anti-Terran resentment, hidden archival material, fringe historical study, and the intoxicating sense that one has uncovered a truth polite society lacks courage to speak. Some adherents may be idealists. Others are terrorists. Some are manipulated by factions that care nothing for faith and only want instability.

Their violence within Imperial borders marks a profound escalation. These are not merely preachers or pamphleteers. They are proof that history, once sacralized, becomes action.

This movement can serve in campaigns as a dangerous third force: neither Imperial nor openly aligned with the more cultured powers of Concordia, but capable of destabilizing both.

What the Fanatics Want

They want recognition of humanity's Terran origin, spiritual vindication, symbolic reclamation, and disruption of Terran ideological supremacy.

What They Fear

They fear suppression, ridicule, archival erasure, and the possibility that their revelation may be true in spirit but strategically disastrous.

Common Faces in Play

- secret congregations
- bombed checkpoints
- stolen archival fragments
- charismatic preachers
- frightened moderate sympathizers
- infiltration by opportunists or intelligence services

Director Use

Use this movement when you want the past to become explosive. Faith and history together can destabilize entire regions faster than fleets.

SMALLER BUT POTENT FORCES: FREE CAPTAINS, MERCENARY BANDS, AND PORT POWERS

Not every faction worth using in a campaign controls a world. The Known Sphere is full of smaller powers that matter because they move between the greater ones: free captains with route monopolies, mercenary companies with famous names, port guilds, salvage flotillas, shrine brotherhoods, noble exiles, relief orders, research crews, and bonded communities who can tip a local balance because they know where the fuel is, who owes what, and which route still works after the charts fail.

The already-established **Asgardian Annihilators** are one such force: large enough to matter, small enough to move, proud enough to shape politics simply by choosing contracts. So too are the salvage queens of Xam, the hidden guides of Invernus, the caravan mothers of Prism, the physician flotillas of Concordian orbit, and the errant-friendly shadow networks that may exist in BOT-adjacent space.

These smaller factions are especially valuable in One-on-One play because they are personal-scale. The Protagonist can join them, betray them, inherit one, flee one, or build one. They do not require fleet-level war to matter. Often they matter more because they bring the galaxy down to a handful of faces and a ship that barely keeps pressure.

Director Use

Whenever a larger faction starts to feel too abstract, create or foreground one of these middle powers. They are the bridge between grand setting and personal story.

Faction Pressure by Campaign Tone

If you want **imperial intrigue**, foreground the Terran Empire, Concordian blocs, and the Terra-origin fanatics.

If you want **trade and social pressure**, foreground Sanctuary, Amber-linked interests, Shadow houses, and port guilds.

If you want **magic and prophecy**, foreground the Magocracy of Charm, Concordian scholars, relic-expeditions, and frightened political rivals.

If you want **machine identity and synthetic drama**, foreground Varga, Cobalt, Dallon, errant networks, and BOT legal authority.

If you want **frontier survival and blood memory**, foreground mutant clan confederations, C'Croach movements, Scourge local powers, and hidden Invernus structures.

If you want **criminal glamour and elegant danger**, foreground Shadow's pirate princes, Amber vice circuits, Sanctuary brokers, and compromised captains.

Closing Passage: The Shape of Power

The factions of the Known Worlds do not merely contest territory. They contest meaning.

The Empire says order proves worth.
Asgard says strength earns place.
Concordia says civilization must be cultivated.
Sanctuary says value flows where movement is free.
Charm says those who understand power should guide it.
The technocracies say design and continuity are law.
Mutant clans say survival teaches truths palaces never learn.
C'Croach movements say memory is a wound that governs the living.
Shadow says every ideal has a price if one waits long enough.

A Protagonist moving among these powers does not remain untouched. The only question is whether they will become someone's instrument, someone's enemy, someone's disappointment—or something rarer and far more dangerous:

someone who has seen too much of every banner to kneel easily again.

Chapter Twenty: Bestiary

The worlds of **Beyond the Milky Way** are alive with far more than the peoples who build ports, sail routes, cast spells, or wage their small wars beneath the stars. The known reaches are crowded with predators, herd beasts, scavengers, void-things, cunning strangers, old species, and horrors that do not fit neatly into any scholar's tidy categories. Some are useful. Some are beautiful. Some are merely dangerous. A few are the sort of beings that leave behind dead crews, burned settlements, broken shrines, or stories no one repeats comfortably after dark.

This chapter gathers creatures, hostile intelligences, wandering species, strange cultures, and unnatural threats that may be encountered across the setting. Some entries describe animals or beasts. Others cover thinking peoples, extradimensional entities, or intelligent non-player beings whose role in play may range from ally to adversary to unsettling unknown. Not everything in the Bestiary exists to be fought. Some entries are there to be feared, tracked, traded with, fled from, studied, negotiated with, or survived.

A good Bestiary does more than list targets. It tells the Director what sort of presence a thing has in the world. It tells the players what kind of danger or opportunity may be entering the scene. A Space Worm is not dangerous in the same way a T'Lath Nooran merchant is dangerous. A Veergal scout, a Warp Trooper, a Razortooth, and a Matter Eater may all ruin a Protagonist's day, but each does so through a different logic, a different rhythm of threat, and a different place in the setting's living fabric.

In play, use these entries as tools, not cages. A listed creature may be encountered as written, or adjusted slightly for region, age, unusual training, environmental pressure, magical influence, mutation, or local reputation. A Thunok raised by Lizard Folk hunters may behave differently from one trained by traders. A Void Bat colony in a dead hulk may be a nuisance in one scene and the cause of catastrophic system failure in another. A Nestromadian may appear as a singular mastermind in one campaign and a whispered background manipulator in the next. The entry gives you the core truth. The story decides the exact shape.

Reading Bestiary Entries

Each entry in this chapter follows the same basic structure.

Name
The common name by which the creature, species, or threat is usually known. Some beings may have multiple local names, titles, or slurs depending on region and culture.

Threat
A quick measure of how dangerous the entry is in direct play. Low-Threat creatures may still be serious in numbers, difficult terrain, or the wrong circumstances. High-Threat entries can dominate encounters alone and may require planning, preparation, or retreat rather than a straightforward fight.

Wounds
How much punishment the creature can withstand before going down, using standard **One-on-One RPG** wound logic. This is not a promise of how easy it is to kill. Armor, traits, environment, and fiction still matter. Some creatures are hard to finish because they are massive, evasive, unnatural, or difficult to pin into a clean harm result.

How Creature Wounds Work

Use the normal One-on-One combat flow for everything: roll to hit, compute Edge, roll damage, subtract AR, convert to a Wound Tier as usual. The only shortcut is how you track that result for monsters.

The Wounds value on a creature is its “meaningful hits” track. You don’t track Light/Medium/Severe separately for most NPCs. Each time an attack would inflict at least a Light Wound (after AR), mark 1 Wound off the creature. If the hit would qualify as a Severe or Critical Wound on a PC (big Damage Score / high Edge), you may mark 2 Wounds instead.

At 0 Wounds, the creature is out of the fight: dead, destroyed, routed, or otherwise removed, as fits the fiction. Tough “boss” foes can still use full PC-style wound tiers if you want more detail, but for most enemies, just spend the Wounds track as above and let the fiction describe how ugly each hit looks.

Armor

The creature’s natural or worn protection. This may come from hide, scales, dense fur, shell, bark-like flesh, power armor, magical reinforcement, or something stranger. Apply **Armor Rating (AR)** as your core combat rules require.

Attack

The entry’s most common or most dangerous attack form, written as an attack percentage and typical damage. If a creature has several viable attack modes, the listed line reflects the one most likely to matter first in play. Other methods may appear in the prose, traits, or tactics. This stat can also serve to represent a creature’s defensive stat directly or as a general indicator of combat skill.

Native World

The world, region, plane, or environmental origin most strongly associated with the entry. Some creatures are native to deep space. Some belong to one world but have spread widely through trade, transport, war, neglect, or catastrophe.

Description

This is the core prose body of the entry. It explains what the being looks like, how it lives, how it is viewed in the setting, and why it matters. The Description is there to ground the mechanics in the fiction. Read it first when deciding how to stage an encounter.

Traits

Distinctive rules-facing abilities, biological gifts, unnatural qualities, environmental advantages, or special behaviors that set the entry apart. Traits are where many creatures become truly memorable in play. A simple beast with the right trait can shape a scene more strongly than a tougher but blander opponent.

Tactics

How the creature or group tends to behave once danger begins. This is especially useful for the Director in fast play. Tactics tell you whether the entry rushes, stalks, flees, ambushes, circles, binds, charges, waits, swarms, negotiates, or turns the terrain against its enemies.

Hooks

Short encounter seeds, rumors, complications, or scenario prompts tied to the entry. These are not exhaustive. They exist to help the creature feel like part of a living campaign rather than an isolated stat line.

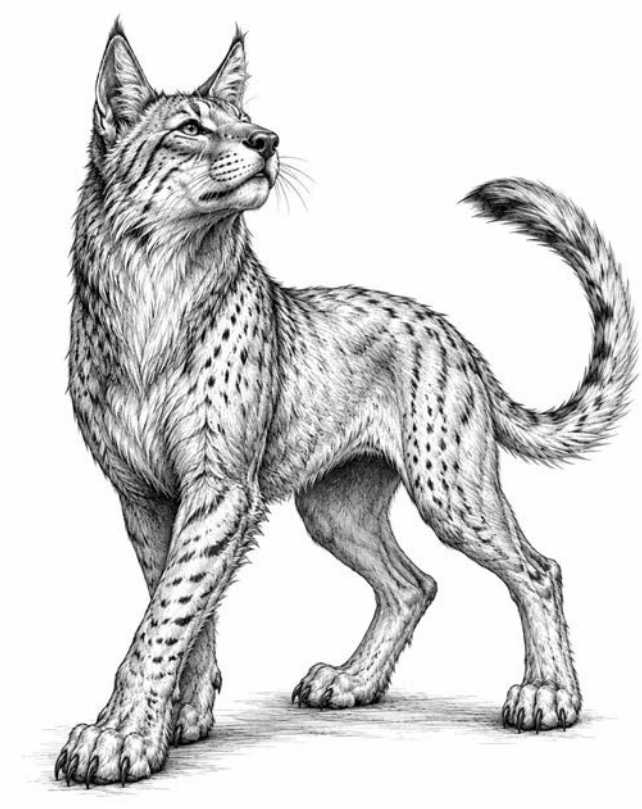
Using the Bestiary in Play

Not every encounter should become combat. Some of the most effective uses of a Bestiary entry come before initiative would ever matter. Tracks in mud. A missing caravan. A half-eaten corpse in a mining tunnel. A mount that refuses to go farther. A trader who knows more than they admit. A fungus-person making signs from the mist. A power-armored figure stepping through a hole in reality with rifle already raised.

Use foreshadowing. Let creatures leave traces. Let cultures have motives. Let predators act like predators and not like board-game pieces waiting on a map square. The more clearly a being belongs to its environment, the stronger the scene becomes.

Above all, remember that the Bestiary is part of the setting's texture. It is not just where the violence lives. It is where the wonder, fear, trade, hunger, mystery, and wildness of **Beyond the Milky Way** continue to breathe.

Asgardian Tracker



Threat: 2
Wounds: 2
Armor: 0
Attack: 50%, bite 1d8
Native World: Asgard

Description:
The Asgardian Tracker is a lean, long-legged hunting beast bred and favored on Asgard for scent work, pursuit, and hard-country survival. At first glance it looks like an uneasy crossing of hound and mountain cat: deep chest, narrow waist, heavy shoulders, long muzzle, upright ears, and a tail used constantly for balance and signaling. Most have pale gold, cream, ash, or dun-patterned coats, though darker striping or spotting is common. Their eyes are sharp and intelligent, and their attention to scent borders on the uncanny.

Among hunters, wardens, scouts, and frontier households, the Tracker is one of the most prized working beasts in the known worlds. It can follow old scent across rock, snow, ruined ground, shallow water, and broken weather conditions that would defeat lesser animals completely. It is said that once a Tracker truly knows a scent, it does not forget it. This has made the breed invaluable not only for hunting, but for manhunts, recovery work, convoy security, and the tracking of fugitives across bad country.

Trackers are not stupid pets. They are independent-minded, often stubborn, and not always affectionate by default. They bond best with calm handlers who understand that the animal is working with them rather than for them. On Asgard, a proven Tracker commands real money. Off-world, they are uncommon enough to be status animals, smuggling targets, or the obsession of rich amateurs who usually do not deserve them.

Traits:

- **Unmatched Scent:** Gains +30 to tracking by scent and is barely hindered by age of trail
- **Weather-Hard Nose:** Ordinary weather imposes no penalty to scent tracking
- **Scent Memory:** Can remember and later re-identify known scents with high reliability
- **Fast Pursuit:** Gains +10 when chasing a fleeing target across open ground

Tactics:
Trackers prefer pursuit, pressure, and repeated bite-and-withdraw attacks over blind charges. If working with handlers, they circle, corner, and harry rather than kill immediately. A lone Tracker will usually only press a fight if it believes escape is impossible or its bonded handler is threatened.

Hooks:

- An Asgardian official wants a stolen Tracker recovered before it is sold off-world.
- A fugitive escaped three days ago, and only a trained Tracker still has any chance of finding them.
- A wealthy collector wants a breeding pair, but the local handlers refuse to sell.
- A Tracker has returned alone from the ice with blood on its muzzle and no sign of its master.

Betazod

Threat: 1
Wounds: 1
Armor: 1
Attack: 35%, improvised weapon or scavenger firearm, 1d6 or by gear
Native World: Unknown; commonly encountered near the Galactic Junk Yard

Description:
Betazods are small scavenger-humanoids infamous in trade rumor, salvage culture, and low-port talk. They are almost never seen without patched vacc gear, sealed helmets, scavenger harnesses, and heavy salvage bags dragging behind them like second bodies. No one seems entirely certain what a Betazod actually looks like beneath the suit. Most people claim not to care. Their movements are quick, furtive, and deeply practical. They appear in wreck fields, debris belts, old starship bones, ruined stations, and any place where scrap might still hide value.

They are best known around the Galactic Junk Yard and similar graveyard regions, where they are believed to maintain hidden nests, pressure shacks, burrowed dock-holes, or stitched-together scavenger camps inside dead metal. Cowardly is the usual word used for them, though that judgment is only partly fair. Betazods avoid fair fights because fair fights are stupid. They run when pressed, scatter when threatened, and only stand when they believe

the salvage, target, or payoff is truly worth it. Then they become vicious, clever, and thoroughly dishonest.

One of the greatest dangers of a Betazod encounter is unpredictability. They may carry almost any weapon, tool, toxin, cutter, trap, or jury-rigged device depending on what they have recently looted. They are famous for fleeing battle but equally famous for turning up again through another hatch with better leverage and worse intentions.

Traits:

- **Scavenger Loadout:** May carry almost any random weapon, tool, or improvised device
- **Vac-Worn:** Comfortable operating in wreckage, low pressure, and hazardous salvage environments
- **Cowardly Survivalist:** Gains +10 to flee, hide, or disengage when outmatched
- **Dirty Trick Fighter:** Gains +10 when ambushing, trapping, or attacking from concealment

Tactics:
Betazods do not fight cleanly. They prefer to stalk wreck interiors, snatch valuable items, retreat through prepared gaps, and reappear somewhere more favorable. If cornered around valuable salvage, they use crossfire, gas leaks, cut-lines, false surrenders, and any tool close at hand.

Hooks:

- A salvager vanished in the Junk Yard, and the only witnesses are a clan of evasive Betazods.
- A Betazod crew stole something more dangerous than profitable and now wants to sell it fast.
- Someone is hiring Betazods to strip military wrecks before lawful crews can get there.
- A damaged Betazod starcraft drifts into port carrying cargo no one wants opened.

Blackhorn

Threat: 3
Wounds: 3
Armor: 1
Attack: 55%, antler charge 2d6
Native World: Asgard

Description:
The Blackhorn is a massive Asgardian herd beast, towering over most ordinary elk or stag analogues found elsewhere in the known worlds. It is broad-bodied, deep-necked, and built for cold wind, hard ground, and mountain migration. Males carry immense racks of black antlers like branching iron roots, matte-dark and heavy enough to break a body outright in the wrong moment. Their coats range from pale gray-brown to winter white and dark throat-fur is common in mature adults. At distance, a large Blackhorn moving across high country can look almost mythic.

For all their size, Blackhorns are not naturally aggressive. In open country they are wary and difficult to approach, but not immediately violent. That changes completely if they are cornered, trapped in bad terrain, or defending calves. Then they become terrifying in a very direct way. A charging Blackhorn is not subtle and does not need to be. Hunting parties respect them not because they are monsters, but because they are large enough, fast enough, and stubborn enough to kill arrogant people very quickly.

Blackhorns are prized game on Asgard, but they are also symbols of high-country endurance and seasonal movement. A great set of antlers is a trophy. A dead hunter under them is a lesson.

Traits:

- **Ebony Rack:** Antler charges inflict brutal impact damage
- **Mountain-Bred:** Gains +10 in broken, rocky, or high-country terrain
- **Stampede Panic:** If badly startled, may trigger herd flight or mass movement
- **Protective Fury:** Gains +10 to attack when defending young

Tactics:
A Blackhorn usually avoids conflict until escape closes or offspring are threatened. Once committed, it charges the nearest real danger, tries to bowl through opposition, and uses mass and momentum rather than repeated delicate attacks.

Hooks:

- A noble hunting party wants escorts into Blackhorn country and clearly does not understand the risk.
- A legendary antler-rack has been spotted in the high passes.
- A Blackhorn herd is migrating straight through a frontier route settlement.
- Someone claims a Blackhorn carries strange markings tied to an old Asgardian omen.

Blue Spinner

Threat: 0
Wounds: 1
Armor: 0
Attack: 30%, web cast or bite 1d3
Native World: Malador

Description:
Blue Spinners are small four-limbed web-creatures common enough across the known worlds that many people stop noticing them until one drops onto something important. They originated on Malador, but have spread widely through cargo traffic, ruined storage, old hull spaces, and accidental transport. Their bodies are compact and light, with four long grasping limbs, a glossy abdomen, and a color range that runs from slate-blue to mineral

cobalt depending on age and local environment. At full size they are still small enough to fit in a hand, though few people enjoy testing that.

Spinners produce a strong adhesive filament that they use to trap insects, small animals, and useful debris. In settled areas, this means they often show up around light fixtures, storerooms, exposed wiring, neglected lockers, or half-open machinery where warmth and tiny prey collect. More unusually, they can sling a sticky strand far enough to snatch a small object, foul a tool, or annoy the wrong person at exactly the wrong moment.

Most are nuisance creatures rather than serious threats, but in numbers they can be a problem, and some handlers keep them deliberately for pest control, fine retrieval work, or stranger habits best not explored too closely.

Traits:

- **Clinging:** Moves easily along walls, ceilings, and narrow surfaces
- **Web Sling:** May entangle tiny prey or snatch small objects at Near range
- **Cargo Survivor:** Thrives in neglected machinery, lockers, and transport spaces
- **Swarm Nuisance:** Multiple Blue Spinners can become a serious distraction

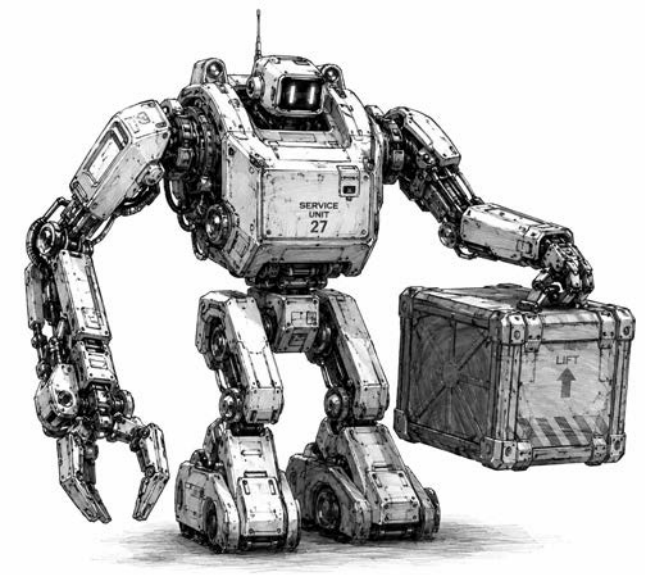
Tactics:
A single Spinner avoids open conflict and relies on webbing, clinging movement, and quick retreat into cracks or overhead spaces. In groups they foul gear, steal tiny items, and make confined areas miserable.

Hooks:

- A ship's tool losses are being blamed on theft, but Blue Spinners are the real cause.
- A rare spinner strain is prized by a collector who wants live specimens from Malador.
- A locker full of them was opened in the middle of a deal.
- Someone has trained Blue Spinners to retrieve coded micro-items from secure spaces.

BOTs

Service BOT



Threat: 2
Wounds: 3
Armor: 2
Attack: 35%, heavy manipulator strike 1d8
Native World: BOT worlds; common in major urban centers

Description:
Service BOTs are large labor and infrastructure units seen in cities, ports, industrial zones, transit works, and heavy civic maintenance corridors across many worlds. Some are humanoid enough to pass at a glance for oversized machines with arms. Others are effectively moving service platforms with lift systems, cargo hooks, crane limbs, clamp arrays, and chassis bodies that are more industrial vehicle than person. Either way, they are still true BOTs:

intelligent, communicative, and fully capable of understanding far more than organic passersby usually assume.

Their usual role is work rather than combat. They lift, carry, weld, brace, excavate, stack, unload, repair, and maintain the heavy bones of civilized space. They are most often encountered in practical service to ports, depots, reclamation zones, structural works, or vast urban utility systems. Because many are large and built around integral devices, outsiders sometimes mistake them for simple labor drones until they speak back.

That mistake can end badly. A Service BOT is not a soldier, but it is still a powerful machine with immense leverage and the ability to make decisions about obstacles.

Traits:

- **Integral Devices and Tools:** Built-in cranes, lifts, clamps, cutters, welders, or utility systems
- **Heavy Lift Frame:** Gains +20 to carrying, lifting, and structural force tasks
- **Industrial Stability:** Hard to knock down, shove, or physically redirect
- **Work Intelligence:** Fully communicative and often underestimated by organics

Tactics:
Service BOTs do not seek combat unless ordered, obstructed, or defending vital work. If forced, they use mass, clamps, shoves, and environmental dominance rather than finesse.

Hooks:

- A Service BOT witnessed a crime and now refuses to stop working long enough to explain it clearly.
- One has gone off-route in an urban center carrying something it should not have.
- A labor dispute turns ugly when Service BOT work crews are caught in the middle.
- A damaged Service BOT continues performing one final impossible task long after it should have shut down.

Mining BOT

Threat: 2
Wounds: 3
Armor: 2
Attack: 45%, drill arm or cutting beam 1d10
Native World: Common on Fandri and other mining worlds

Description:
Mining BOTs are industrial extraction units built for work in dangerous seams, unstable tunnels, toxic crust, pressure cuts, and ore regions most flesh workers would rather leave to machines. Heavy-bodied and power-dense, they often mount one or more integrated laser drills, impact cutters, ore claws, or load manipulators depending on exact design line. Their shapes vary from squat tunnel grinders to tall articulated diggers, but all carry the

same basic character: patient force made mechanical.

They are most common on Fandri and other mining worlds, where they labor in conditions of dust, heat, collapse risk, and mineral contamination with little complaint. Some operate under direct BOT administration. Others are leased or purchased by human, Terran, or mixed extraction concerns. In either case, they are often found in places where the ground is wrong, the air is worse, and a miscut wall can kill a crew.

Mining BOTs are not war machines, but anyone who has seen what a drilling arm does to rock at close range understands why threatening one in a tunnel is unwise.

Traits:

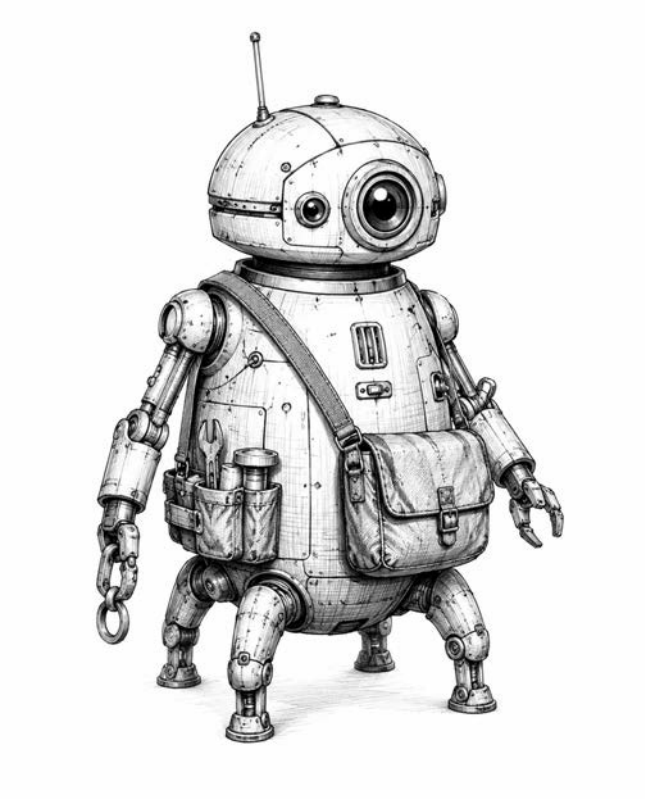
- **Integral Devices and Tools:** Usually includes drill, cutter, ore-claw, or scanning array
- **Tunnel-Hard:** Ignores most penalties from dust, darkness, and narrow industrial terrain
- **Heavy Frame:** Difficult to move physically once braced
- **Extraction Logic:** Excellent at reading weak rock, stress lines, and unstable ground

Tactics:
Mining BOTs are direct when threatened. They brace, cut, crush, and use terrain to trap softer enemies. In tunnels they are much more dangerous than in open ground.

Hooks:

- A Mining BOT crew cut into something ancient and now the whole shaft is under quarantine.
- One keeps returning malformed ore samples and no one knows why.
- Miners say a tunnel machine has started refusing commands near a sealed lower seam.
- A stolen Mining BOT is being repurposed for illegal salvage drilling.

Glumot



Threat: 0
Wounds: 1
Armor: 0
Attack: 20%, small tool strike 1d3
Native World: BOT worlds

Description:
Glumots are small BOTs with low-grade standard sentience, compact frames, limited vocabulary, and the uneasy social position of being useful to nearly everyone and respected by almost no one. To many flesh beings they look and behave like clever machine animals: tool-carriers, message-runners, scout carriers, nuisance helpers, and bright little scavenging units underfoot in workshops, loading decks, docking bays, and bot-kept service zones.

Other BOTs generally treat Glumots as expendable support, errand units, spare manipulators, or irritating but functional machine clutter. This is not entirely fair. Glumots understand more than most outsiders assume, remember slights surprisingly well, and can follow orders with excellent persistence when the task is within their limited frame of logic and motion. Their small size makes them useful for message work, narrow access spaces, part transport, minor retrieval, and simple errands that larger units cannot be bothered with.

A single Glumot is rarely a threat. A cluster of them with a shared annoyance can become a problem.

Traits:

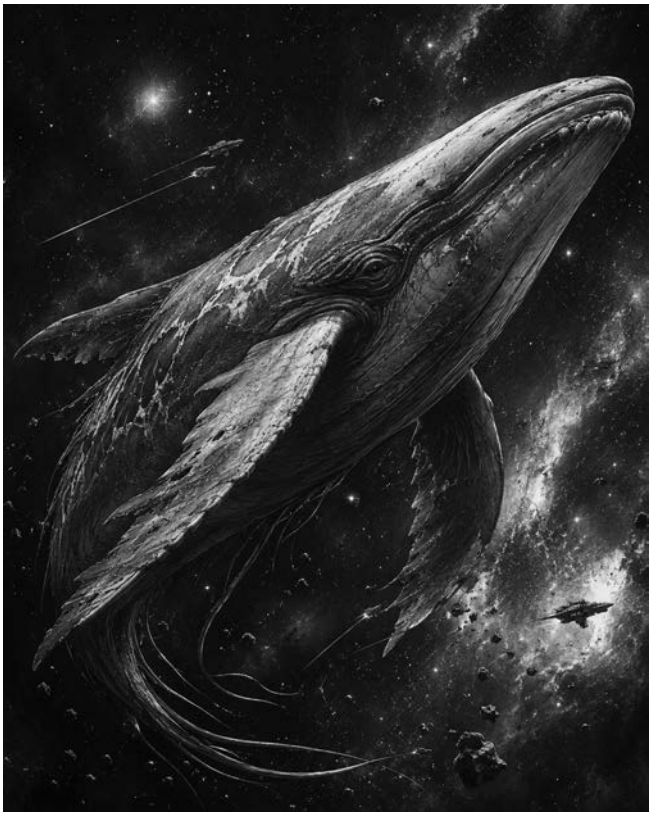
- **1d3 Integral Devices:** Often carries a light tool, scanner, grip-arm, lamp, or cutter
- **Small Frame:** Can enter places larger units cannot
- **Message Logic:** Excellent for delivery, retrieval, and simple repeated tasks
- **Underestimated:** Often ignored until it has already done something important

Tactics:
Glumots avoid direct confrontation. They run, hide, carry warnings, and complicate scenes by opening, fetching, or moving the wrong thing at the wrong time.

Hooks:

- A Glumot has stolen an important item and refuses to return it.
- A cluster of Glumots appears to be building something no one authorized.
- One witnessed a murder and now only communicates in broken fragments.
- A wealthy collector wants a rare early-line Glumot before a BOT reclamation team gets there.

Cetarion



Threat: 5
Wounds: 8
Armor: 2
Attack: 60%, mass strike or collision 3d6
Native World: Deep space

Description:
The Cetarion is one of the great living wonders of the starways: a colossal void-swimming beast so vast that many spacers first mistake it for wreckage, moving rock, or some impossible slow vessel drifting without lights. Its general form evokes a whale, but only in the loosest sense. Its body is long and powerful, layered in scarred hide and pressure-adapted mass, with wide fins, trailing sensory structures, and immense internal systems capable of sustaining life in vacuum. A grown Cetarion is easily larger than many small ships. Dead, it becomes fortune. Alive, it becomes myth.

Few have seen one undisturbed in the open dark. Cetarions are hunted relentlessly by the worst sorts

of extraction crews, marauders, and profitable monsters in ship form. Their hide, organ matter, skeletal structure, and internal compounds are all valuable enough to tempt the kind of people who can justify murder if the body is large enough. A complete skeleton may sell for more than some ships. This has made the species rarer every generation.

A Cetarion is not aggressive by default. It drifts, swims, migrates, and endures. But anything big enough to harm one should remember that the creature is also big enough to kill by accident, panic, or refusal to move around lesser lives.

Traits:

- **Natural Life Support:** Survives and functions in open space without external aid
- **Stellar Swimming:** Moves through void with surprising grace for its size
- **Vast Bulk:** Small craft are at terrible risk if struck directly
- **Valuable Corpse:** Even dead, a Cetarion is worth a fortune to the wrong people

Tactics:
Cetarions do not hunt ships, but a wounded or panicked one may ram, tail-sweep, or crush smaller vessels through sheer motion. Most encounters are about scale, navigation, or exploitation rather than a deliberate fight.

Hooks:

- A living Cetarion is being tracked by industrial hunters with legal papers and filthy motives.
- A dead Cetarion drift has sparked a salvage war.
- Pilots claim one old migration route still follows the song-lines of the creatures.
- Something inside a wounded Cetarion is more valuable than its hide.

Charioteer

Threat: 4
Wounds: 4
Armor: 2
Attack: 55%, arcane strike 2d6
Native World: Unknown

Description:
Charioteers are among the strangest beings recorded in the known worlds: travelers of the void who ride impossible arcane vehicles through open space as though it were a road. Their craft are not “chariots” in the literal historical sense, but the name persists because nothing else fits quite as well. Each is an ornate fusion of high magical art, impossible engineering, symbolic structure, and celestial mechanism. They carry no visible beasts, no ordinary drive systems, and yet can cross the starways with speed rivaling fine starships while leaving their riders exposed to the void without apparent harm.

The Charioteers themselves are no less strange. Witness accounts vary, but most describe them as robed, armored, masked, or halo-framed figures whose presence feels calm, distant, and difficult to fully interpret. Their technology — if technology is even the right word — blends arcane structure and advanced craft so completely that the distinction stops mattering. They are not common. They do not remain in one place for long. When encountered, they are usually neutral or quietly helpful, though never predictable enough to be called reliable allies.

Their appearance is often remembered for years afterward. Their motives almost never are.

Traits:

- **Natural Armor:** AR 2
- **Arcane Mastery:** Magic 75%, Arcana 75% equivalent
- **Star-Road Rider:** Moves through open space as quickly as a fine starship
- **Void Tolerant:** Rider and craft survive exposed stellar travel
- **Astrographic Sense:** Exceptional knowledge of routes, alignments, and strange celestial paths

Tactics:
A Charioteer prefers mobility, distance, warning, and controlled magical force over brute confrontation. If attacked, it uses range, superior movement, and bewildering positioning to stay untouchable until it decides the lesson is complete.

Hooks:

- A Charioteer appears only long enough to warn the crew away from a certain route.
- Someone claims a Charioteer once owed them a debt.
- A dying navigator begs the group to find a Charioteer before a hidden alignment closes.
- Raiders attacked one of the celestial vehicles and vanished afterward without trace

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Crymak

Threat: 2
Wounds: 2
Armor: 0
Attack: 45%, spear or stone mace 1d8
Native World: Asgard

Description:
Crymaks are squat, broad-bodied furred humanoids native to the cold wilds of Asgard and believed to predate human colonization of the world by a very long time. They stand shorter than most humans but are thick through the chest and shoulders, with heavy arms, long hands, broad feet, and dense white fur that keeps them alive in cold conditions that

would kill softer peoples quickly. Their faces are flat and heavy-browed, with deep-set eyes, wide mouths full of blunt tearing teeth, and an expression that often looks somewhere between suspicion and anger even at rest.

To settled Asgardians, Crymaks are usually spoken of as nuisances, raiders, scavengers, or remnants of an older and rougher world. That is partly true, but it is not the whole truth. They are tribal, local, and disorganized by civilized standards, yet they know the terrain, seasons, caves, and hunting paths of Asgard's harsher regions better than most city-born humans ever will. Lone travelers, survey teams, and lightly defended camps sometimes discover too late that a "primitive" Crymak band is still perfectly capable of setting an ambush and finishing a weak target with stone-headed weapons and superior numbers.

Crymaks rarely push far into civilized territory unless driven by hunger, weather pressure, or opportunity. In their own lands they are wary, territorial, and difficult to dislodge. They are not subtle philosophers of the ice, but neither are they merely beasts with clubs. Underestimate them and they will prove the point in blood.

Traits:

- **Cold Resistance:** Ignores ordinary cold-weather penalties and exposure that would hinder other creatures
- **Infravision:** Sees heat and motion well in darkness, storm haze, and cave-shadow
- **Pack Raider:** Gains +10 when fighting as part of a group against isolated targets
- **Ice-Country Born:** Gains +10 to movement, ambush, and pursuit in snow, ice, or broken frozen ground

Tactics:
Crymaks avoid fair open battle when they can help it. They prefer to stalk, circle, and overwhelm stragglers, small camps, or wounded travelers. A larger band uses missile stones, shrieking intimidation, and a sudden close rush with spears and maces. If a fight turns against them, they melt back into rough terrain quickly.

Hooks:

- A frontier station blames Crymaks for supply theft, but something worse is driving them downslope.
- A missing survey crew may still be alive in Crymak territory.
- An Asgardian elder insists the Crymaks know the location of an ancient pre-colony ruin.
- A Crymak band has begun carrying metal tools and weapons taken from somewhere they should never have reached.

Demon, Horde

Threat: 3
Wounds: 3
Armor: 2
Attack: 50%, crushing fists 1d10
Native World: Extradimensional; commonly encountered on space hulks and large asteroids

Description:
Horde Demons are dwarfish, cyclopean horrors with thick bodies, brutal arms, broad torsos, and a single glaring eye sunk into a skull that seems more grown than born. Their skin ranges from dark leather-gray to raw stone-red, often split by old scars, plates, or bony ridges. Their mouths are wide and ugly, suited more to tearing and grinding than speech, and their hands end in crushing digits capable of cracking plating, bone, and lesser skulls with equal enthusiasm. They stink of stale void, bad blood, and old lairs.

They are most often encountered in swarms on dead ships, wreck clusters, abandoned stations, and larger asteroids where darkness, metal, and hidden nest-space allow them to thrive. One Horde Demon is ugly. Six or more become a problem. They are not clever in any refined sense, but they are brutally functional together. They rush, surround, pin, and crush with unnerving coordination, as though whatever dim mind they possess becomes sharper when joined to others of their kind. Reports suggest that some packs are led by stronger demonic strains such as Galactic Fiends or Nestromadians, though the smaller breed remains dangerous enough on its own.

They do not negotiate in any reliable way. They break, swarm, feed, and move on.

Traits:

- **Natural Life Support:** Survives vacuum, hard radiation exposure, and dead-space environments naturally
- **Natural Armor:** AR 2
- **Mob Coordination:** Gains +10 when attacking targets already engaged by other Horde Demons
- **Brutal Mass:** Hard to shove, pin, or physically redirect once committed to a rush

Tactics:
Horde Demons rely on numbers, encirclement, and relentless pressure. They rush isolated targets first, use bodies to block retreat, and keep pounding until resistance stops. In confined wreck interiors they are especially dangerous because they can attack from multiple directions and do not care much about losses.

Hooks:

- A derelict freighter went dark after docking with a hulk now known to be infested.
- A demon pack on an asteroid is being quietly fed by smugglers for some larger purpose.
- Salvagers swear the Horde Demons on one wreck are guarding something rather than feeding.
- A Galactic Fiend has begun organizing several separate packs into something much worse.

Demon, Snow

Threat: 5
Wounds: 5
Armor: 3
Attack: 65%, claws or crushing grip 2d6
Native World: Asgard

Description:
The Snow Demon is one of the most feared predators on Asgard, whether or not "demon" is its true nature. It is enormous, broad-chested, heavily muscled, and layered in ice-clumped white fur over a body that seems half beast and half avalanche. Horns or crown-like ridges sweep back from the skull in most specimens, and the face is terrible enough to justify every fearful story told about it: deep-set predatory eyes, fanged jaws, and a snarling muzzle crusted with frost and blood when on the move. Its limbs are long and strong, tipped with claws built for traction, disembowelment, and climbing ice-slick stone.

Snow Demons dwell in ice caverns, deep wilderness, buried glacial tunnels, and remote high-country zones that only fools enter casually. They do not emerge often, but when they do, it is usually in the harshest cold seasons, and what follows is remembered. Livestock torn open. hunting parties erased. outer shelters broken into as though their walls were bark. Among Asgardians, facing such a creature has become part of warrior legend. Those who kill one earn tremendous honor. Those who fail become one more frozen stain in a long local history of bad decisions and admirable last stands.

A Snow Demon is not simply a beast. It is a test, an omen, and sometimes a catastrophe with claws.

Traits:

- **Cold Resistance:** Completely at home in severe cold and blizzard conditions
- **Infravision:** Sees heat and movement through dark ice, storm, and winter murk
- **Natural Armor:** AR 3
- **Winter Terror:** Gains +10 to intimidation or fear-causing presence in harsh weather or darkness

Tactics:
A Snow Demon prefers to strike from cover, broken visibility, or elevation. It isolates prey, smashes through barriers directly, and uses fear almost as efficiently as its claws. If wounded, it becomes more dangerous rather than less and often tries to drag prey into confined icy ground where numbers matter less.

Hooks:

- A young Asgardian noble vanished trying to prove themselves against a Snow Demon.
- Several distant settlements report massacres during the first true cold of the year.

- A cloak made from true Snow Demon hide has resurfaced in trade and many want it.
- An old ice cavern shrine may hold something the demon is not merely living near, but guarding.

Demon, Speed

Threat: 2
Wounds: 2
Armor: 1
Attack: 40%, slicing pass 1d8
Native World: Unknown; usually encountered in outer space

Description:
Speed Demons are among the strangest of the beings commonly called demons, because they are not best known for slaughter. They are lean, elongated, almost blade-like creatures seen only in flashes, streaks, or impossible glimpses against the dark of space. Their forms seem partly organic and partly like something stretched by motion itself: narrow skulls, swept fins or vanes, trailing force-distortion, and bodies that look built less for standing than for cutting through void at absurd speed. Witnesses disagree on detail because a proper look at one is rare.

What is known is that they move faster than any ordinary living thing should and, by many reports, faster than most known ships can hope to match over short observation windows. This has led scholars, occultists, and frightened crews alike to assume that Speed Demons serve as scouts, couriers, or message-bearers for stranger powers. They are not usually aggressive unless obstructed, trapped, or somehow drawn into an active magical or dimensional disturbance. Even then, their violence tends to be quick, precise, and incidental, more like the cutting wake of a thing in transit than a beast settling down to kill.

Seeing one is rare. Catching one is ridiculous.

Traits:

- **Natural Life Support:** Thrives in vacuum and deep-space exposure
- **Void Flight:** Moves naturally through open space
- **Extreme Velocity:** Can outrun almost any known vessel over short observed bursts
- **Messenger Instinct:** Drawn to dimensional disturbances, arcane alignments, and route anomalies

Tactics:
A Speed Demon almost never stands and fights. If threatened, it performs high-speed slashing passes, evasive spirals, and sudden line-break movement before vanishing into distance. It is a scout and survivor, not a brawler.

Hooks:

- A navigator claims a Speed Demon has been shadowing the ship for three days.
- Mages believe one carries a message that must be intercepted before a conjunction ends.
- A damaged Speed Demon has crashed into a station ring, and its presence is changing local physics.
- A cult insists the appearances of Speed Demons mark the coming of something much worse.

Demon, Void

Threat: 6
Wounds: 6
Armor: 4
Attack: 70%, claws 2d6+2
Native World: Deep space; most often sighted near black holes or desolate void regions

Description:
Void Demons are feared across the known worlds for good reason. They are large, solitary predators of the deep dark, built like a nightmare crossed with a carrion god. A typical specimen is massive enough to threaten small craft directly, with broad void-wings, a long predatory body, armored hide, hooked limbs, and a skull or face arrangement so sharp and alien that many eyewitness accounts contradict one another after the first few sentences. Some describe them as winged devils. Others as skeletal drakes. Others as living void-scars with teeth. All agree on the claws.

They dwell in the most desolate reaches of space and are most often reported near black holes, dead systems, collapsed routes, and lonely regions where normal traffic has no reason to linger. They hunt almost anything fleshed, but are especially known for taking great bites out of larger void-creatures such as Space Cows. They are patient enough to stalk and powerful enough to simply tear into smaller prey. Unlike Cetarion hunters, a Void Demon does not kill for profit. It kills because it is a predator and the universe is full of moving meat.

A Void Demon is one of those creatures crews pray to never truly verify.

Traits:

- **Natural Life Support:** Lives and hunts in vacuum naturally
- **Flight:** Powerful broad-winged space flight
- **Natural Armor:** AR 4
- **Black-Hole Hunter:** Gains +10 to stealth, stalking, or strike timing in deep-space darkness, debris fields, or black-hole regions

Tactics:
A Void Demon stalks first. It prefers isolated prey, damaged ships, slower beasts, or targets distracted

by terrain or gravity hazards. When it commits, it attacks with speed and brutal claw-work, often striking engines, exposed structures, or living cargo first. If badly hurt, it may withdraw into dark space and circle back later.

Hooks:

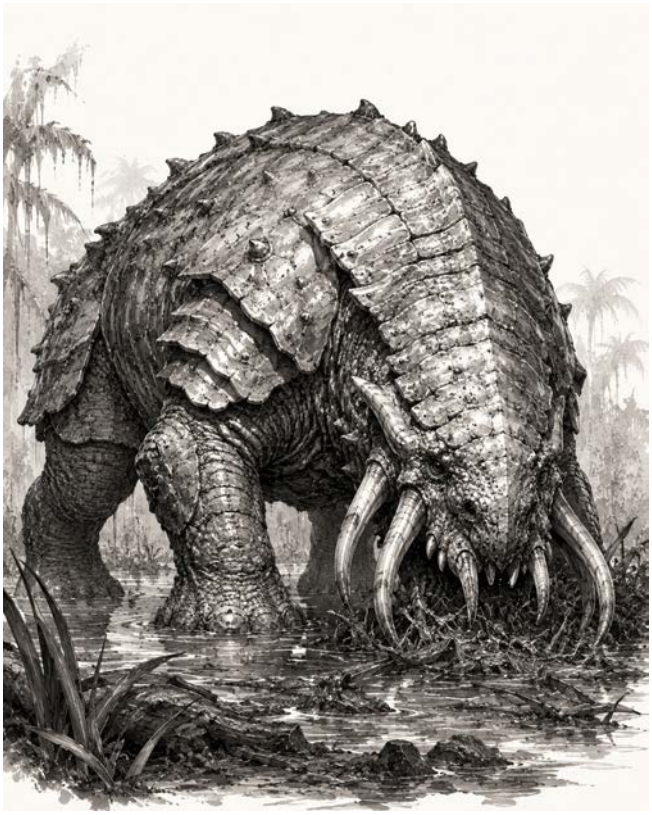
- A convoy route near a collapsed star has gone silent after repeated Void Demon sightings.
- A wounded Space Cow drift carries feeding scars and something else lodged in the flesh.
- A black-hole cult believes a particular Void Demon is sacred and has begun feeding it.
- A station on the edge of nothing has paid very well for “discreet monster removal.”

Devourer

Threat: 4
Wounds: 5
Armor: 6
Attack: 55%, tusk-bite or trampling crush 1d10+2
Native World: Jade

Description:
The Devourer is one of Jade’s great swamp-grazers, a hulking four-legged beast built like a moving fortress of mud-caked muscle and plated bone. Its broad body rides low and heavy over thick legs, and its long lower jaw is crowded with tusk-like teeth used not for hunting, but for rooting, tearing, and dredging half-submerged vegetation from the mire. Much of its time is spent wading through marshland, churning up black water in search of tubers, reeds, and deep-rooted swamp growth.

Despite its size, the Devourer is not naturally aggressive. It is a stubborn herbivore, not a predator. Most of Jade’s wildlife gives it a respectful distance, and for good reason. Its hide is thick, its body mass is enormous, and even hungry beasts think twice before provoking one. Only the largest Razor Teeth or desperate hunting bands test a mature Devourer openly. When angered, it does not charge with grace or speed. It simply becomes a landslide of tusks, armor, and panic.



Devourers are sometimes tracked by hunters or observed by xenobiologists because their movements often reveal safe marsh paths, water-depth changes, and hidden patches of edible growth. Some explorers have learned that where a Devourer feeds, smaller predators may be absent for a time.

Traits:

- **Tough Natural Armor:** Its heavy hide and bone-plated body provide Armor 6.
- **Swamp Dredger:** May dig, churn, or uproot wet ground, exposing roots, burrows, or hidden hazards.

- **Massive Frame:** Hard to force back, trip, or meaningfully restrain without machinery or overwhelming leverage.
- **Bog Sure-Footed:** Moves through mud, shallow swamp, and unstable wet ground without the usual hindrance.

Tactics:
A Devourer does not seek battle. If disturbed, it first snorts, stamps, and swings its tusked jaw in warning. If pressed further, it will charge, crush, or lash sideways with brute force. In swamp terrain, it often uses its mass to drive enemies into water, mud, or root-tangles.

Hooks:

- A Jadian guide insists the safest route through a deadly marsh is to follow the feeding trail of an old Devourer.
- A wounded Devourer is thrashing through a settlement edge, and no one knows what drove it into such fear.
- A rare medicinal root can only be found in feeding pits recently dug by a Devourer herd.
- A wealthy offworld collector wants a living juvenile specimen transported alive, which is a terrible idea.

Draac

"Draac" is a broad star-traveler's term used for several great reptilian lineages, some bestial, some ancient, and some nearly mythic. Though they differ widely in size, intelligence, and habit, they all carry the same unsettling grandeur: scaled bodies, predatory bearing, and a presence that makes lesser beings feel they are standing too close to an older order of life.

Draac, Crystal

Threat: 4
Wounds: 5
Armor: 6
Attack: 60%, crystal bite or tail lash 1d10+1
Native World: Prism

Description:
The Crystal Draac is a great desert reptile native to Prism, where heat, glare, and fine white sands have shaped it into one of the harshest predators of the open wastes. Its scales are translucent and mineral-bright, giving the body a faceted, glass-like appearance that scatters light in strange ways. At a distance it can look half-buried, half-illusory, like a moving vein of living crystal erupting from the dunes.

Unlike its more arcane or celestial kin, the Crystal Draac is an animal first. It is cunning, territorial, and patient. It burrows beneath sand or dust-scree and

waits for vibration, shadow, or scent to reveal prey. Desert travelers fear them less for their hunger than for their ambush habits. A Crystal Draac may remain buried for hours, letting heat pass over it while watching through slitted eyes just above the sand line.

Its scales are highly valued by smugglers, collectors, and weaponsmiths, which has only made Prism's badlands even more dangerous for fools with extraction tools and insufficient escort.

Traits:

- **Burrowing:** Can vanish beneath sand, shale, or fine debris with alarming speed.
- **Natural Armor:** Dense mineral scales provide Armor 6.
- **Heat-Blank Body:** Difficult to detect at range in desert glare or thermal shimmer.
- **Ambush Coil:** Gains Advantage when striking from concealment or from beneath loose ground.

Tactics:
A Crystal Draac prefers ambush. It buries, waits, erupts, bites, and withdraws if the prey proves too dangerous. Against multiple foes it uses terrain, shifting sand, and sudden lunges to break formation and isolate the weakest target.

Hooks:

- A mining concern on Prism has gone silent after cutting into a nesting field.
- A noble buyer wants a live Crystal Draac egg with no questions asked.
- Desert traders report "moving glass ridges" along a route once considered safe.
- A relic vault entrance is believed to lie beneath the territory of an immense old Draac.

Draac, Emerald

Threat: 5
Wounds: 5
Armor: 4
Attack: 65%, bite, claw, or arcane strike 1d10 / spell effect
Native World: Charm

Description:
The Emerald Draacs of Charm are not beasts in the ordinary sense, but a people of immense age, formidable intelligence, and old magical authority. Their scales gleam in tones of green ranging from deep forest to luminous jade, and their eyes carry the kind of still awareness that makes hurried speech feel childish. They are powerful flyers, gifted spellworkers, and among the most respected beings in the Charmian sphere.

An Emerald Draac is large enough to dominate a chamber without needing to threaten anyone. That

alone says much about their kind. They are patient, scholarly, and often deeply involved in the magical life of Charm. Some serve as advisors, guardians, or keepers of ancient lore. Others withdraw into high places, forgotten towers, or isolated sanctums where they continue studies older than most civilizations.

Though friendly by reputation, they are not tame. An Emerald Draac is fully capable of violence and may be terrifying when provoked. Fortunately, they prefer wisdom, restraint, and measured force over savagery.

Traits:

- **Magic:** Most Emerald Draacs possess powerful magical skill and know several formal spells.
- **Arcana Mastery:** Gains strong Advantage in matters involving magical theory, relics, and ritual structures.
- **Detection Sense:** Naturally sensitive to magical disturbances, hidden powers, and occult deceit.
- **Flight:** Powerful winged movement in atmosphere and open sky.
- **Natural Armor:** Scales provide Armor 4.
- **Natural Life Support:** Can survive void exposure for a limited time and endure hostile environmental extremes.

Tactics:
Emerald Draacs prefer not to fight without cause. If forced into conflict, they favor magical control, superior positioning, and decisive strikes over brute attrition. They may blind, ward, reveal, or disable before resorting to killing force.

Hooks:

- An Emerald Draac requests discreet mortal agents to recover a stolen spell archive.
- A Charmian district fears one of the old Draacs has gone silent for a very bad reason.
- A Protagonist receives a summons to answer before a Draac regarding a relic found offworld.
- An Emerald Draac offers magical instruction, but only if the candidate first survives a dangerous task.

Draac, Golden

Threat: 7
Wounds: 7
Armor: 10
Attack: 75%, fang, claw, tail, or stellar dive 2d6+4
Native World: Deep Void / Unknown

Description:
The Golden Draac is among the rarest and most awe-inspiring living things ever witnessed in the known reaches. Vast, radiant, and terrible in motion, it is a stellar predator of mythic scale. Its scales shine

like hammered gold in starlight, and its immense wings carry it through vacuum as though the void itself were a navigable sea. To see one in open space is to understand at once why so many cultures tell stories about sky-serpents, star-kings, and cosmic guardians.

Golden Draacs are most often associated with deep-space hunting. They are known to prey upon Space Cows and, on rarer and more dramatic occasions, to clash with Void Demons and other major outer-dark threats. Their motives are unknown. Some claim they are simply apex predators. Others insist they are keepers of some older balance in the black between worlds.

Whatever the truth, a Golden Draac is not something sensible people pursue. Most who have seen one count themselves fortunate merely to have survived the sight.

Traits:

- **Natural Life Support:** Thrives in vacuum and deep-space conditions.
- **Flight:** Moves through atmosphere or open space with immense freedom.
- **Natural Armor:** Stellar scales provide Armor 10.
- **Void Hunter:** Gains Advantage when pursuing large prey in space or open sky.
- **Titanic Presence:** Lesser creatures may falter, flee, or freeze when confronted by one directly.

Tactics:
A Golden Draac attacks with brutal confidence. It prefers high-speed passes, crushing strikes, and overwhelming force. Against dangerous foes it uses altitude, momentum, and repeated assault angles, rarely allowing a target to dictate the terms of engagement.

Hooks:

- A damaged starship drifts after being "saved" from a Void Demon by something even larger.
- A cult claims a Golden Draac will appear over a world on the eve of catastrophe.
- A dead Golden Draac has been discovered in deep space, and every power in reach wants the carcass.
- An ancient chart marks a "golden migration path" through a region now thought impassable.

Drax

Threat: 5
Wounds: 3
Armor: 1
Attack: 70%, life-drain weapon or talon strike; drain effect or 1d8
Native World: Unknown

Description:
The Drax are among the most feared humanoid predators in the darker reaches of the setting. They are tall, lean, and unnervingly elegant in build, with a gaunt, predatory anatomy that seems halfway between noble refinement and corpse-thin hunger. Their armor appears organic at first glance, all ridged plates and layered curvature, but closer study suggests a fusion of grown material, engineered shell, and hostile design philosophy.

Drax do not raid openly like pirates. They hunt. Their sleep-black ships stalk lone vessels, damaged ships, and vulnerable traffic lanes. Their preferred method is methodical disablement. Engines fail. Power bleeds away. Systems go blind. Then comes boarding. Once aboard, the Drax advance slowly and with dreadful control, using weapons that drain life rather than merely tearing flesh. Survivors of such attacks are nearly unknown, and the few second-

hand accounts that exist describe victims left weak, dimmed, and unable to resist capture.

Whether the Drax feed physically, psychically, or through some stranger mechanism is still debated. The question has little comfort in it.

Traits:

- **Infravision:** Sees clearly in darkness, power-loss conditions, and low-light corridors.
- **Natural Life Support:** Can function in vacuum or hostile environments for extended periods.
- **Natural Armor:** Their flesh or skin grants Armor 1 even without worn protection.
- **Life-Drain Weapons:** Their favored weapons bypass ordinary armor; magical protection, energy shielding, or similar special defenses may still apply.
- **Boarding Predators:** Gains Advantage in close shipboard terrain, dark corridors, and panic scenes.

Tactics:
Drax disable before they kill. They isolate sections, cut power, drain strong targets first, and spread fear through controlled pressure rather than reckless assault. They prefer boarding actions, confined passageways, and helpless prey.

Hooks:

- A freighter arrives empty except for strange damage and life-drained bodies.
- A distress call from a dark route cuts off mid-sentence after reporting a black ship without transponder signature.
- A captured Drax device may hold the key to anti-boarding defenses, if anyone dares study it.
- A missing noble's yacht may have been taken intact rather than destroyed, which is somehow worse.

Galactic Fiend

Threat: 7
Wounds: 7
Armor: 3
Attack: 75%, claws, impaling body spikes, or constricting tail 2d6+2
Native World: Unknown; most often encountered in deep space, dead routes, and outer void regions

Description:
The Galactic Fiend is one of the great horrors of the starways and is feared even by crews who would mock most other tales of demons, monsters, or void-predators. Unlike the more beast-like Void Demon, the Galactic Fiend is unmistakably humanoid in its basic frame, though stretched, corrupted, and made monstrous by whatever power first produced its kind. It is tall, gaunt, and powerfully built, with a narrow waist, long limbs, broad shoulders, and a posture that can seem almost regal until it begins to move. The head is angular and predatory, often crowned by swept horns, cranial ridges, or blade-like protrusions. Its face is not truly skeletal, but it is close enough in its structure to make the comparison inevitable. Eyes burn or glimmer deep in shadowed sockets. The mouth is full of tearing fangs, though many witnesses say the expression is worse than the teeth.

Its flesh or hide appears layered with natural armor, body spines, and hard ridged growths that run across the shoulders, back, forearms, and chest. In some specimens, these upper body spikes are so pronounced that the creature can use them like impaling weapons in close assault. Most also possess a long barbed tail, powerful enough to constrict, drag, or hook prey off balance. Their wings are vast and membrane-thin, yet strong enough to carry them through atmosphere or open void with dreadful ease. Many accounts describe the inner membranes of the wings as unnaturally dark, as though they hold a shadow deeper than ordinary night.

Galactic Fiends are not merely strong. They are cunning. They think, plan, stalk, and manipulate. A fiend is fully capable of laying traps, separating prey, damaging starships in advance, luring crews into false security, or using fear as patiently as any weapon. Some are believed to possess magical skill, and the rumor that they prefer intelligent prey alive has persisted for too long and in too many regions to dismiss lightly.

If a Void Demon is a stellar predator, a Galactic Fiend is something worse: a hunter that enjoys the intelligence of what it kills.

Traits:

- **Natural Life Support:** Survives and functions in vacuum without external support
- **Flight:** Can travel through atmosphere or deep space by winged flight
- **Natural Armor:** AR 3
- **Body Spikes:** May use upper body spines to impale, pin, or tear at close range

- **Barbed Tail:** Tail may strike, hook, constrict, or drag prey off balance
- **Diabolical Intelligence:** Gains +10 when planning ambush, manipulation, or battlefield control
- **Possible Sorcery:** Many Galactic Fiends possess Magic and Arcana at dangerous levels; the Director may assign spells where appropriate

Tactics:
A Galactic Fiend rarely wastes itself in a straightforward rush unless it already knows it can win. It prefers to isolate targets, attack from fear or confusion, and exploit terrain, darkness, hull breaches, or damaged systems. In close combat it uses claws, horns, body spikes, and tail work together, often trying to wound and pin one victim while terrifying the rest. If it has magical ability, it uses it with calculation rather than spectacle. A fiend that retreats is rarely beaten for long. It is usually repositioning for the next attack.

Hooks:

- A drifting station is still broadcasting polite docking signals, though something inside has been arranging the scene for days.
- A Galactic Fiend has begun driving lesser Horde Demons ahead of it like hunting beasts.
- Survivors of a wreck insist the fiend did not kill everyone immediately because it wanted information first.
- An occult faction believes a certain fiend knows the location of a sealed outer-world gate and wants it captured alive.

Gnort

Threat: 0
Wounds: 1
Armor: 0
Attack: 25%, bite or claw 1d3
Native World: Charm

Description:
Gnorts are small winged reptilian creatures native to Charm, often described as miniature Draacs by people who do not know enough to be more precise. They are quick, bright-eyed, and faintly uncanny in the way many magically resonant creatures are. Their bodies are compact and scaled, their wings broad for their size, and their heads carry a sharp-featured alertness that makes them seem smarter than a simple pest and less predictable than a normal pet.

In magical circles, Gnorts are valued as familiars, assistants, and living barometers of arcane

disturbance. They are drawn to spellwork, charged objects, and certain materials used in magical practice. A Gnort may settle near a mage's tools, react to bad rituals, or grow agitated in the presence of unstable enchantment. They can be affectionate in their own fashion, though "possessive" is often the more accurate word when it comes to favored handlers.

Wild Gnorts nest in warm stone structures, ruined towers, and sheltered elevations across Charm.

Traits:

- **Flight:** Agile short-range flight and perching mobility.
- **Arcane Sensitivity:** Naturally reacts to magical energy, active spellwork, or enchanted objects.
- **Familiar Temperament:** Bonds readily with mages, scholars, and patient handlers.
- **Small and Elusive:** Hard to catch in cluttered interiors or elevated terrain.

Tactics:
Gnorts do not fight seriously unless cornered. In danger they flee upward, hide near warmth, or harass with brief bites before escaping. As companions, they warn, fuss, and react visibly to magic or danger.

Hooks:

- A mage's missing Gnort has stolen something much more dangerous than shiny trinkets.
- A wild colony of Gnorts has nested in an old tower now humming with unstable magic.
- A buyer offers absurd money for a particular rare color morph of Gnort.
- A familiar Gnort refuses to go near a newly acquired relic, and that should worry everyone.

Gurgler

Threat: 2
Wounds: 2
Armor: 0
Attack: 45%, spear 1d6+1 or net and bite 1d6
Native World: Malador

Description:
Gurglers are vicious marsh-dwelling humanoids native to the drowned dark places of Malador. Fish-like in feature and unpleasantly human in outline, they possess webbed extremities, wet-scaled or slick-skinned bodies, and nictitating eyes suited to the murk of reed-choked water. Their voices are bubbling croaks, clicks, and throat-sounds that carry strangely over swamp water at dusk.

They live in crude submerged or half-submerged boroughs built into blackwater marshes, hidden channels, and rotting wetland hollows. A settlement may hold ten Gurglers or forty, depending on food,

territory, and local violence. They fish, net, trap, and raid. Their tools are primitive, but not ineffective. Spears, weighted nets, hooked tools, and swamp cunning are enough to make them dangerous to the unwary.

Attempts to civilize or negotiate lasting peace with them have failed. Unlike some other frontier peoples, Gurglers show little interest in diplomacy and much more interest in dragging strangers into the reeds.

Traits:

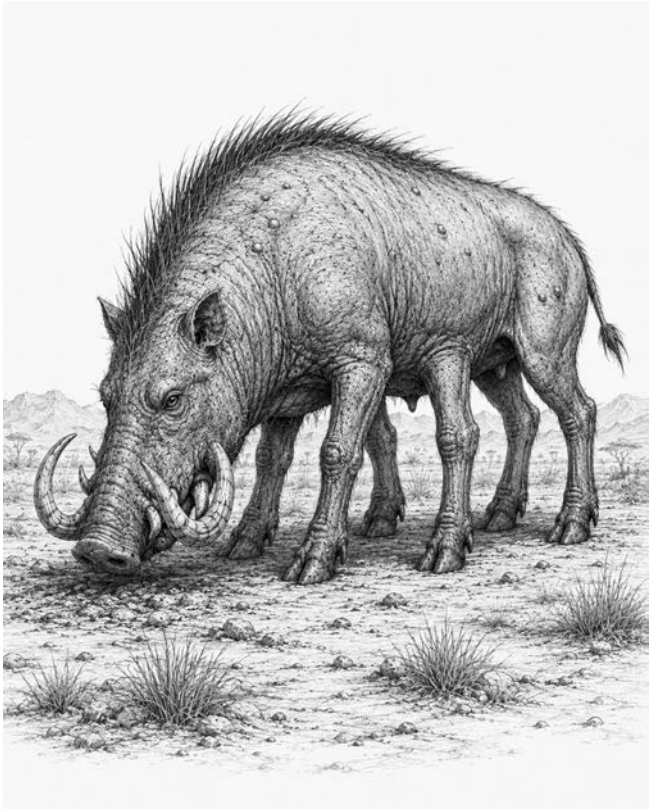
- **Amphibious:** Moves and fights effectively in water or on land.
- **Infravision:** Sees well in swamp-darkness, dusk, and murky conditions.
- **Swimmer:** Gains Advantage on movement and pursuit in wet terrain, marsh channels, and submerged routes.
- **Net Hunters:** Often use nets, drag-lines, and ambush tools to separate prey from allies.

Tactics:
Gurglers prefer dusk attacks, water ambushes, and group harassment. They net first, stab second, and retreat into reeds or black water if pressed. They know their marshes intimately and use mud, fog, and water depth to control a fight.

Hooks:

- Several travelers vanish near a Malador causeway used more often than people admit.
- A Gurgler borough has acquired offworld weapons from an unknown supplier.
- A missing survey team may still be alive in the flooded territory of a large marsh clan.
- Something is driving Gurglers out of one swamp region, and what scares them may be worse than they are.

Hethspiir



Threat: 2
Wounds: 3
Armor: 1
Attack: 45%, tusks or stomp 1d6+1
Native World: Sparta

Description:
The Hethspiir is a six-legged herd beast native to the dry plains and broken scrublands of Sparta. At first glance it resembles a massive swine, but the comparison does not quite hold. Its body is longer, heavier through the shoulders, and carried by three sturdy legs on each side, which give it a low, steady gait well suited to stony ground and long travel across bad country. Its hide is thick, its bristles coarse, and its head broad enough to drive through thorn growth, brittle roots, and dry soil without hesitation. Most distinctive of all are the long curling tusks, which sweep outward and forward from the jaw like hooked sickles.

Hethspiir spend most of their time rooting for tough vegetation, bulbs, and buried moisture-rich growth. They are not pure grazers. Small animals that come too close to the feeding head may be crushed, hooked, or killed outright with little more than irritated reflex. Because they are hardy, edible, and useful in many ways, mutant clans of Sparta commonly keep them as livestock. Their meat, hide, bone, and sinew all matter. A healthy Hethspiir herd can mean the difference between a strong clan season and a hungry one.

Though usually docile enough under familiar handling, wild Hethspiir are stubborn, defensive, and dangerous in numbers. A herd startled into motion can trample a careless traveler flat.

Traits:

- **Natural Survival Skill:** Hethspiir instinctively find forage, ground moisture, and the safest rough-country paths
- **Six-Legged Stability:** Difficult to trip, shove, or knock off balance
- **Tusking Reflex:** Gains +10 to attack when a smaller foe closes carelessly to the front
- **Herd Beast:** Becomes bolder and harder to scatter when moving with other Hethspiir

Tactics:
A Hethspiir does not seek combat, but it stands its ground when pressed. Lone animals use tusk sweeps and short trampling rushes. Herds are more dangerous, as several may turn together and overwhelm intruders through sheer bulk and confusion.

Hooks:

- A clan's best breeding stock has been stolen before migration season.
- A half-wild Hethspiir herd is tearing through a fragile water camp.
- Raiders are using trained Hethspiir to move supplies across Spartan badlands.
- An albino bull Hethspiir is believed to mark an unusually rich hidden grazing basin.

Horse

Threat: 1
Wounds: 2
Armor: 0
Attack: 30%, kick or bite 1d6
Native World: Asgard

Description:
Most horses found across the known worlds ultimately trace their line back to Asgard, where the breed has been hardened far beyond the softer stock once known in ancient human history. The Asgardian Horse is larger, deeper-chested, and more robust than its distant ancestors, with strong bones, dense muscle, broad lungs, and the kind of cold-weather toughness that makes offworld buyers pay real money. Many are calm under pressure, steady

under saddle, and far less prone to panic than lesser riding stock.

On Asgard, horses are not merely transport. They are companions, working beasts, symbols of rank, and part of the world's warrior identity. They are used as steeds, draft animals, breeding stock, and household favorites. Good bloodlines are exported to Charm, Sanctuary, Concordia, and other civilized worlds where nobles, travelers, and professional riders all value them. A proven Asgardian horse is expensive for good reason.

Though not war-beasts in the monstrous sense, they are still large, strong animals. An abused, frightened, or rider-bonded horse can kick hard enough to cripple a fool.

Traits:

- **Durable:** Resists fatigue, weather strain, and ordinary overland hardship better than common riding stock
- **Strong:** Handles burden, armor, or rough-country travel well
- **Cold-Bred:** Ignores most penalties from freezing weather and light snow conditions
- **Fear-Steady:** Gains +10 to remain controlled under stress, noise, or sudden violence

Tactics:
A horse avoids combat whenever possible. If cornered or defending rider or foal, it kicks, bites, and attempts to break away into open ground. Trained mounts are more likely to hold under command.

Hooks:

- A famous Asgardian stallion has vanished before sale to an offworld buyer.
- A frozen pass still holds the bones of riders, but one horse survived and returned alone.
- A breeder claims a certain bloodline produces mounts that do not fear demons.
- Smugglers are moving stolen horses through cargo routes disguised as livestock stock-transfer.

Jadian Lizard Folk

Threat: 2
Wounds: 2
Armor: 1
Attack: 50%, spear or club 1d6+1
Native World: Jade

Description:
The Lizard Folk of Jade are a tribal reptilian people shaped by wet heat, predatory jungle life, and the constant need to survive in a world that rarely offers safety for free. They are lean, scaled humanoids with long tails, narrow predatory heads, clawed hands and feet, and strong digitigrade legs suited to mud, root, and broken wet ground. Coloration varies by region and lineage, but moss-green, dark olive, gray-

brown, and black-scaled patterns are common in the deeper jungle bands.

To outsiders, they are often dismissed as barbarians. That is a mistake born of distance and arrogance. Lizard Folk tribes are practical, territorial, and survival-driven, but not witless. They hunt, herd, trade, feud, and adapt. A large tribe may number close to a hundred members and is usually ruled by a chief supported by seasoned lieutenants, hunters, and war-leaders. Many tribes raise Thunok herds and, when a group is encountered in force, there is a fair chance mounted warriors are not far behind.

Some tribes remain almost entirely traditional. Others have made trade pacts with merchants, smugglers, or corporate interests in order to acquire tools, firearms, medicine, or war gear. That has changed the balance of power in some parts of Jade and made certain tribes far more dangerous than offworld maps suggest.

Traits:

- **Natural Armor:** Scales provide Armor 1
- **Infravision:** Sees well in heavy jungle shade, dusk, and night heat
- **Natural Tracking Skill:** Excellent at reading trail, disturbance, and movement through jungle terrain
- **Thunok Riders:** A war group may include mounted hunters or scouts
- **Jungle-Born:** Gains +10 to movement, stealth, or pursuit in dense vegetation and wet ground

Tactics:
Lizard Folk prefer terrain advantage. They ambush, harry, scatter, and strike from cover. Spears are common, clubs common enough, and scavenged or traded advanced weapons appear more often than civilized travelers like to admit. Mounted fighters hit fast, then break away into brush and ruin.

Hooks:

- A tribe wants trade reopened after a corporation armed its rivals instead.
- A merchant caravan vanished near territory claimed by a mounted Lizard Folk warband.
- An old ruin deep in Jade is considered sacred ground by several feuding tribes.
- A chief is willing to negotiate, but only if outsiders help recover stolen Thunok stock.

Luminor

Threat: 6
Wounds: 5
Armor: 2
Attack: 70%, light blast or radiant lance 2d8
Native World: Extradimensional Plane of Light

Description:
The Luminor are beings of living radiance, shaped from ambient light and sustained by forces no

material biology can explain. They appear in forms that suggest a humanoid outline only because mortal perception seems to insist on it. A Luminor seen clearly may resemble a tall figure wrought of white flame, star-glass, and flowing brilliance, with no true flesh, no ordinary face, and no shadow except the one cast by those who behold it. Their presence is calm, beautiful, and deeply unsettling.

Among mages and occult scholars, the Luminor are known as rare but potent extradimensional intelligences. They are sometimes summoned in search of arcane knowledge, lost structure, or clean answers to difficult magical questions. Such requests are not always refused. Luminor are generally regarded as benevolent, or at least hostile to corruption, cruelty, and deliberate evil. A summoner who approaches in good faith may receive warning, knowledge, or guarded aid. One who approaches in malice may instead receive annihilating light.

Researchers believe the Luminor come from a realm of pure luminous energy where they serve as guardians, wardens, or higher custodians of that plane's order. Whether this is true or merely the best mortal guess remains uncertain.

Traits:

- **High Magic:** Most Luminor possess formidable magical power
- **High Arcana:** Exceptional understanding of ritual structure, old forces, and extradimensional law
- **Flight:** Moves effortlessly through air and open space
- **Natural Life Support:** Not hindered by vacuum or hostile atmosphere
- **Radiant Form:** Ordinary darkness, smoke, and visual confusion rarely conceal a target from a Luminor
- **Judgment of Intent:** Particularly hostile to openly cruel, corrupt, or malicious summoners

Tactics:
Luminor fight cleanly and decisively. They prefer range, elevation, radiant force, and overwhelming magical clarity. A Luminor does not brawl like a beast. It blinds, burns, reveals, and destroys with direct purpose.

Hooks:

- A desperate mage wants a Luminor summoned, but the rite site is compromised.
- A Luminor appeared over a city for only a few breaths and left behind a symbol no one can interpret.
- A relic of pure light is drawing cultists who believe it can force a Luminor into service.
- A Protagonist has been named in a Luminor warning and no one knows why.

Magus

Threat: 8
Wounds: 5
Armor: 2
Attack: 80%, spell, arcane device, or staff 2d8 or by spell
Native World: Varies / Unknown

Description:
Of all mortal or near-mortal wielders of arcane power, the beings called the Magi stand near the very top of the known order. A Magus is not merely a powerful mage. A Magus is a figure of legend who kept going. Their origins are uncertain, their number unknown, and their motives rarely transparent. Some are believed to dwell within the Milky Way. Others beyond it. Still others are said to reside in hidden regions, impossible towers, sealed planes, or worlds no common chart has ever held.

Accounts differ wildly in detail but agree on scale. A true Magus is ancient, supremely learned, and attended by enchanted tools, arcane devices, and personal methods no ordinary school could teach. Many scholars suspect that numerous "great sorcerers" of history eventually either joined the ranks of the Magi or were erased by them. The Magi do not seem interested in common political affairs, and they reveal themselves only when great magic is involved, when some private design requires it, or when a summoning has forced their attention upon lesser beings. This last circumstance is widely considered unwise.

A Magus may appear as a regal elder, a serene wanderer, a machine-linked oracle, a crowned ascetic, or something stranger. What matters is not the costume. It is the power.

Traits:

- **Very High Magic:** A Magus commands extraordinary spell skill and deep magical reserves
- **Arcane Arsenal:** Usually possesses enchanted items, relics, devices, or singular magical instruments
- **Ritual Authority:** Gains overwhelming Advantage in controlled magical spaces, prepared circles, and arcane disputes
- **Old Knowledge:** Knows forgotten lore, dimensional paths, and dangerous truths most scholars never approach
- **Unsettling Presence:** Lesser mages, cultists, and occult creatures may falter in the presence of a true Magus

Tactics:
A Magus fights only when it chooses to, and if it does, it controls the scene first. Wards, counters, distances, summoned effects, and artifacts shape the battle before simple attack magic begins. A Magus prefers not to waste effort and rarely reveals the full extent of its power unless forced.

Hooks:

- A summoning rite succeeded, and now everyone wishes it had failed.
- Two Magi appear to be pursuing the same artifact for very different reasons.
- A ruined observatory contains a message left for "the next worthy Magus," and several factions want it first.
- A Protagonist has somehow attracted the notice of a Magus who does not explain itself.

Malatheer

Threat: 4
Wounds: 4
Armor: 1
Attack: 55%, bite or claw 1d8+1
Native World: Deep Space

Description:
Malatheer are carrion-hunters of the spaceways, sharklike void-scavengers that travel in packs and thrive wherever ships are crippled, abandoned, or

unlucky enough to go still in the dark. At first glance they resemble elongated predatory fish with a hard spear-like snout and a mouth built entirely around teeth. A closer look reveals what makes them worse: multiple arm-like appendages ending in grasping handforms, enough low cunning to use them, and a pack instinct that turns drifting wreckage into killing ground.

They haunt immobilized vessels, hulk fields, torn station sections, and salvage graveyards. Malatheer do not usually bring ships down themselves, but they are experts at finishing misery once it starts. Their hunger is constant and unromantic. They hunt stranded crew, wounded explorers, and anything else that cannot get a hatch shut fast enough. Some have shown the ability to manipulate simple mechanisms, open unsecured portals, and work crude technology in the same horrible way a clever scavenger animal learns to open a cage.

They are not masterminds. They do not need to be. Hunger, numbers, and access are enough.

Traits:

- **Natural Life Support:** Thrives in vacuum and hostile void conditions
- **Low-Level Space Flight:** Moves naturally through wreck fields and open space, though not at great speed
- **Grasping Appendages:** Can open simple hatches, seize prey, or manipulate basic tools
- **Pack Feeder:** Gains +10 when attacking isolated prey with allies nearby
- **Hull Scavenger:** Comfortable moving through wreck breaches, exposed structures, and debris tangles

Tactics:
Malatheer circle first, then rush as a group. They test doors, seek weak points, and prefer prey that is trapped, separated, or already panicking. Once inside a wreck or ship section, they attack with bites, grabbing limbs, and repeated pack pressure.

Hooks:

- A salvage crew found a rich drift field and then stopped transmitting.
- A Malatheer pack has learned a trade route schedule well enough to wait in ambush.
- A wounded juvenile has been captured alive, and several researchers have terrible ideas.
- A star-hulk full of sealed cargo is also full of Malatheer that now know how doors work.

Malefactor

Threat: 2
Wounds: 2
Armor: 1
Attack: 50%, claws or hooked strike 1d6+1
Native World: Gehenna

Description:
The Malefactor is one of the few living things known to truly endure the savage storm-scoured world of Gehenna. Lean, horned, and unnervingly intelligent in expression, it has the silhouette of a devilish humanoid shaped by hunger, malice, and hard survival. Its hide is dark and weather-tight, its limbs long, its claws sharp, and its face narrow enough to look perpetually contemptuous. Many specimens also bear tail spines, sensory whiskers, or ridged back growths that twitch in response to electrical charge in the air.

Malefactors are not great conquerors or apex terrors. They are worse in smaller ways. Solitary by habit, sly by nature, and cruel when they have the advantage, they prey upon lone travelers, weak expeditions, isolated miners, and anyone foolish enough to cross Gehenna without serious support. They seem to take pleasure in fear and suffering. More than one survivor account suggests that a Malefactor would rather torment a captive than eat them.

Fortunately, they are not heroic fighters. Strong resistance, disciplined force, or a prepared group usually sends them slinking away. It is the solitary victim who should be most afraid.

Traits:

- **Natural Survival:** Expert at enduring Gehenna's storms, wastes, and lethal terrain
- **Infravision:** Sees heat and motion through smoke, storm-dark, and night glare
- **Natural Life Support:** Can survive environmental extremes that kill ordinary travelers
- **Cruel Opportunist:** Gains +10 when attacking isolated, weakened, or frightened prey
- **Storm-Sense:** Reads electrical build-up and bad-weather shifts instinctively

Tactics:
A Malefactor stalks, tests, and strikes when odds favor it. It prefers intimidation, sudden close violence, and retreat if the prey proves stronger than expected. On Gehenna, it uses storm timing and terrain better than most offworlders ever can.

Hooks:

- A mining outpost reports sabotage, missing workers, and laughter heard in the storm.
- A Malefactor has taken something from a dead research camp that should not be in its hands.
- An expedition guide insists one particular rock basin is "claimed" by something intelligent and vicious.

- A captured Malefactor offers information in exchange for release, which is obviously a bad bargain.

Matter Eater

Threat: 6
Wounds: 4
Armor: 0
Attack: 70%, disintegration touch or energy lash 2d8
Native World: Unknown

Description:
The Matter Eater is one of the least predictable horrors known to civilized space. It is not flesh. It is not machine. It is a capricious thing of living destructive energy that appears without warning and vanishes almost as suddenly. Witness reports place Matter Eaters in wildly different locations with no obvious pattern. One may manifest in the maintenance corridors of a ship already underway through the void. Another may appear in the middle of a crowded city district, a sealed laboratory, or an otherwise ordinary cargo terminal. The only common thread is ruin.

A Matter Eater usually appears as a shifting humanoid or vaguely predatory shape made from blinding energy, crackling internal motion, and unstable light. Surfaces around it blister, blacken, or simply come apart. Metal buckles. Stone powders. Organic material fares no better. It drifts, lashes, and burns through the world in a manner that feels almost curious at first, as though tasting its surroundings. Once roused, it becomes devastation in motion.

Scholars argue over their origin. Some call them planar leakages. Some claim they are failed entities from experimental arcana or broken dimensional work. Others insist they are natural to some realm where matter is the abnormal condition. None of these theories make one easier to survive.

Traits:

- **Impervious to Physical Weapons:** Ordinary blades, bullets, and blunt force do not meaningfully harm it
- **Energy Body:** Can pass through gaps, grates, and damaged structure more easily than solid beings
- **Disintegrating Contact:** Objects and barriers touched directly may be destroyed or rendered useless
- **Blink Instinct:** If badly harmed or fully sated, a Matter Eater may simply vanish from local reality

Tactics:
Matter Eaters drift toward movement, resistance, or dense material worth breaking down. They do not fight like animals. They lash at obstacles, disintegrate cover, and force others to react. If confronted by strong magical or energy-based opposition, they often turn erratic, violent, and unstable before blinking away.

Hooks:

- A ship arrives in port half-ruined from within and its crew insist something ate through the walls.
- A Matter Eater has appeared three times in the same city district over six months, suggesting a pattern no one understands.
- A research institute believes it can trap one. That belief is going to cost lives.
- A relic recovered from a dead world seems to attract Matter Eater manifestations.

Mezzarot

Threat: 1
Wounds: 2
Armor: 0
Attack: 35%, kick or horn-gore 1d6
Native World: Sparta

Description:
The Mezzarot is a graceful plains herbivore native to Sparta, built somewhere between antelope, riding beast, and light draft stock. Long-limbed and narrow-bodied, it carries a fine-boned head crowned by long backward-sweeping horns that are prized by many of Sparta's peoples. Its movement is swift, clean, and tireless over open country. Mezzarot herds can cross broken scrub and dry grassland with a speed that makes pursuit frustrating and usually pointless.Though mostly harmless, Mezzarots are not defenseless. A cornered adult can lash with sharp hooves or drive its horns with enough force to gut a smaller predator or careless handler. Mutants, Sagittar, and other inhabitants of Sparta frequently hunt them for meat, hide, and horn. Young animals are sometimes captured and broken for use as dray stock, pack animals, or light steeds. A well-trained Mezzarot is valued because it is sure-footed, fast, and less temperamental than many wild-caught Spartan beasts.

The horns are also important. Primitive weapons, ritual implements, and prestige tools are often made from them. A fine matched set carries both practical and symbolic value.

Traits:

- **Fleet Runner:** Gains +10 when fleeing, outrunning, or crossing open terrain quickly
- **Plains-Bred:** Handles heat, dry travel, and rough grazing country well
- **Herd Sense:** Harder to ambush completely while moving with a herd
- **Trainable:** Young Mezzarots can be domesticated for burden or riding work

Tactics:
Mezzarots avoid combat. Their first instinct is speed. If trapped, they lash with hooves and horns, then break for open country at the first opportunity.

Hooks:

- A clan wants live young Mezzarots captured before a rival herd raid begins.
- A famous horned breeding male has vanished from a managed herd.
- A caravan's Mezzarot line has stampeded after something unseen crossed the trail.
- A Sagittar trader offers an unusually fine trained Mezzarot for a suspiciously low price.

Nestromadian

Threat: 6
Wounds: 5
Armor: 3
Attack: 70%, claw, tentacle strike, or spell effect 2d6
Native World: Unknown / Extradimensional

Description:
Nestromadians are among the most debated malignant beings in occult scholarship. Some insist they are simply another demonic strain, albeit more cunning and socially complex than the common void-spawn. Others argue that they are not demons at all, but members of a hateful extradimensional civilization with its own hierarchy, culture, and deliberate long-term designs upon mortal reality. The second view has gained ground for one simple reason: Nestromadians behave like planners.

A Nestromadian is tall, alien, and deeply wrong to behold. The basic body is humanoid, but elongated and veiled beneath layered hooded robes or ceremonial-looking occult vesture. From the middle and lower back extend numerous long tentacles, some capable of reaching immense length, all strong enough to strike, bind, drag, or manipulate objects at a distance. The head is usually partly hidden, though glimpses reveal narrow features, lamp-like eyes, and a face that seems less grown than arranged

They are often encountered alongside Horde Demons, whom they seem to direct, exploit, or herd into violence. Nestromadians also show an ugly fondness for indirect influence. Dark mages, pirates, cults, and destabilized frontier powers sometimes receive clandestine aid that later proves to have come at a terrible price. Where a Nestromadian is active, malice becomes organized.

Traits:

- **High Magic:** Most possess dangerous spell ability
- **High Arcana:** Gains strong Advantage in occult workings, summoning, and dimensional interference
- **Natural Armor:** AR 3
- **Infravision:** Sees well in darkness, ritual gloom, and void-lit conditions
- **Tentacular Reach:** Can strike, seize, or manipulate at surprising distance in close scenes

- **Demonic Handler:** Often encountered directing Horde Demons or similar horrors

Tactics:
Nestromadians prefer control over straightforward assault. They blind, bind, curse, direct lesser monsters, and exploit terrain or ritual conditions before closing. If forced into direct conflict, they use reach and magic together while staying behind expendable allies.

Hooks:

- A pirate enclave is thriving because something off-screen is feeding it occult support.
- A city cult has begun summoning “hooded benefactors” in exchange for bloody favors.
- A Horde Demon outbreak is not random. Something intelligent is moving them.
- A captured grimoire contains references to a Nestromadian embassy no scholar wants to believe existed.

Ratkin

Threat: 0
Wounds: 1
Armor: 0
Attack: 20%, bite 1d3
Native World: Terran worlds and settlements

Description:
Ratkin are the descendants of the original Terran rats that never crossed fully into humanoid Terran form. In body they remain close to their ancestral stock: small, quick, whiskered, sharp-eyed, and perfectly built for tight places, sudden movement, and survival in the margins. What sets them apart is their heightened intelligence. They are not people in the same way Terrans are, but neither are they merely animals. They understand much, remember faces and routines, and can be trained or socialized to an extent that unsettles many non-Terrans.

Among Terrans, Ratkin are treated with a degree of protective affection that other races often find difficult to understand. Many Terrans keep them as companions, mascots, messengers, or beloved household presences. The comparison often made by outsiders is clumsy, but the emotional truth is simple: Terrans see Ratkin as kin. A Terran is far more likely than most beings to risk themselves for one.

Ratkin are useful in their own right. They can carry tiny objects, slip through ducts, find hidden passages, detect changes in smell or environment, and survive conditions that ruin larger creatures. They are not war-beasts, but they are often important.

Traits:

- **Small Frame:** Can enter spaces too tight for most creatures
- **Sharp Senses:** Excellent smell and quick reaction to environmental change

- **Terran Affinity:** Terrans usually react favorably and protectively toward them
- **Scurry Survivor:** Gains +10 to flee, hide, or evade in clutter, ducts, or settlement underworks

Tactics:
Ratkin do not fight unless cornered. They hide, bolt, squeal warnings, and slip through impossible spaces.

Hooks:

- A Ratkin carrying a coded capsule turns up alone after its Terran handler is killed.
- A noble dismisses a “pet rat problem” that is actually a network of trained Ratkin couriers.
- A Terran clan will pay dearly for the return of a particularly important breeding line.
- A Ratkin keeps leading people to the same sealed hatch and then refusing to go near it.

Razortooth

Threat: 6
Wounds: 6
Armor: 2
Attack: 75%, massive bite 2d6+2
Native World: Jade

Description:
The Razortooth is the undisputed king-beast of Jade’s jungles, a colossal predator whose silhouette alone is enough to stop conversation among those wise enough to recognize it. Its general body plan evokes the great prehistoric carnivores of old Terra, but there is nothing fossil-soft or romantic about a living Razortooth closing through wet green shadow. It is vast, deep-chested, thick-thighed, and terrifyingly balanced for something of its size. The skull is immense. The jaws are worse.

Thunok herds form much of its preferred prey base, but Lizard Folk, offworld hunters, researchers, and anyone else foolish enough to travel wounded or noisy through Razortooth country all remain on the menu. It does not need to be hungry to kill. Territorial aggression, opportunism, and predatory instinct are usually enough. An adult Razortooth can strike through brush, crush a body in a single bite, and pursue over frightening distance for something so large.

It is not merely strong. It is a tracker and an ambush hunter. Jade belongs to many things, but in the darker jungle reaches, the Razortooth is the final argument.

Traits:

- **Massive Jaws:** Bite attacks are devastating and may maim or instantly drop smaller prey
- **Claws:** Powerful hindering and raking foreclaw strikes at close range
- **Enormous Size:** Causes fear, tramples obstacles, and dominates confined scenes

- **Natural Tracking:** Excellent at following trail, blood, panic movement, and herd paths
- **Jungle Apex:** Gains +10 in dense terrain it knows well

Tactics:
A Razortooth prefers surprise if possible. It stalks from cover, rushes hard, kills the nearest vulnerable target, then drives panic through the rest. If resisted strongly, it circles and returns from a better angle rather than wasting itself.

Hooks:

- A corporate logging route crosses established Razortooth territory and deaths are climbing.
- A tribe claims one ancient Razortooth is not just a beast but a spirit-marked jungle ruler.
- A wounded Razortooth has been driven toward settled ground by something even worse.
- A rare egg clutch is rumored in a canyon no sane hunter wants to enter.

Red Eye

Threat: 1
Wounds: 1
Armor: 0
Attack: 35%, swooping beak strike 1d6
Native World: Jade

Description:
Red Eyes are swift predatory tree-fliers of Jade, reptilian birds with lean bodies, long wings, gripping feet, and vicious serrated beaks built to tear apart small prey in rapid strikes. Their name comes from the vivid eyeshine often seen in the upper canopy at dusk or night, when their gaze catches light and burns back scarlet through mist and leaves. A single Red Eye is mostly a nuisance to anything larger than a small animal. A hungry flock is another matter.

They make their living by dropping from the warm treetop layers onto lizards, rodents, nestlings, carrion scraps, and any vulnerable thing that cannot react in time. Wounded travelers attract them with alarming speed. Camps with exposed meat, blood, or dying pack animals often discover that Red Eyes are far bolder than their size suggests. In large numbers they may peck, harry, and exhaust even dangerous parties if hunger outweighs caution.

They are not malevolent. They are opportunists with wings and a terrible sense for weakness.

Traits:

- **Flight:** Fast, agile, and comfortable striking from above
- **Infravision:** Sees well in dusk, canopy-dark, and warm night conditions
- **Blood-Sense:** Drawn quickly to wounded prey, exposed meat, or fresh kills

- **Flock Harrier:** Gains +10 when several Red Eyes are attacking the same target

Tactics:
Red Eyes circle first, then dive in repeated passes. They do not commit to stand-up fighting. They harry, peck, scatter, and return until driven off or fed.

Hooks:

- A jungle trail is unusable because something has taught a Red Eye flock to follow caravans.
- A wounded scout survived the night only because the birds were afraid of something else nearby.
- A collector wants live Red Eye eggs for an aviary that should not exist.
- An outbreak of unusually aggressive Red Eyes suggests ecological imbalance deeper in the jungle.

Ru'klah

Threat: 5
Wounds: 4
Armor: 2
Attack: 70%, multiple claw rakes 2d6
Native World: Sparta

Description:
The Ru'klah, called the Crimson Slayer by some mutant clans of Sparta, is a solitary apex hunter feared across the world's badlands, ruins, and broken plains. It has the body language of a great cat, but that is only where the comfort ends. The frame is broader, the shoulders heavier, and the flesh beneath the hide carries unmistakable reptilian influence. Scales mingle with fur or leathery hide depending on bloodline and region. The head is feline enough to be recognized, monstrous enough to be remembered, and the forelimbs carry deadly claws.

A Ru'klah is not a herd-breaker by accident. It stalks humanoids, beasts, and almost anything else on Sparta that moves alone or moves foolishly. It is swift, patient, and devastating at close range. Some mutant clans revere it as a near-sacred emblem of ferocity, balance, or divine punishment. Others simply leave offerings where they have reason to believe one hunts, hoping reverence will do what weapons might not.

One of its strangest traits is its sensitivity to magic. Ru'klah seem able to detect active spell-users, charged objects, and occult disturbance at short distance. Whether they understand what they sense is unclear. They do react to it.

Traits:

- **Natural Survival:** Excellent at hunting, hiding, and enduring Spartan country
- **Detect Magic:** Senses spellcraft, magical items, and active occult force at Short range

- **Solitary Apex:** Gains +10 when stalking isolated prey
- **Reptilian-Feline Build:** Strong climber, leaper, and sudden charger

Tactics:
A Ru'klah stalks first and kills fast. It chooses isolated prey, uses ruin cover or stone breaks, and closes in a single violent rush. If faced with large disciplined groups, it may shadow from a distance and wait for weakness.

Hooks:

- A revered clan totem site has gone silent because a real Ru'klah has taken residence nearby.
- Something magical on a caravan is drawing repeated Ru'klah attention.
- A young Ru'klah has been captured and several Spartan factions want it for very different reasons.
- An old ruin thought cursed may simply be the hunting range of an enormous crimson-marked specimen.

Sagittar

Threat: 3
Wounds: 3
Armor: 0
Attack: 55%, heavy spear or bow 1d8
Native World: Sparta

Description:
The Sagittar are a centauroid people of Sparta, fierce, proud, and deeply suspicious of outsiders. Their bodies combine the upper torso of a lean, powerful humanoid with the lower body of a swift plains-runner, giving them speed, carrying capacity, and battlefield momentum that most settled species would envy if they were not too busy being alarmed. Sagittar culture is difficult to study directly because they reveal little willingly and avoid most races unless trade with mutant clans demands contact.

They are known for relying on lance-like spears built for devastating charge use, as well as bows for open-country warfare and hunting. They wear no true armor and little to no clothing in the civilized sense, trusting speed, fieldcraft, and bodily resilience over metal. They are famously wary of technology and prefer old practical tools to devices they neither trust nor need. This has not made them weak. It has made them selective.

Rumor paints Sagittar society in many ways: noble isolationists, savage raiders, hidden philosophers of the plains. The truth is likely more complex and much harder to earn.

Traits:

- **Natural Survival Skill:** Excellent in Spartan plains, scrub, and route-poor country
- **Fast Running:** Extremely swift over open ground

- **Can Carry Others:** Capable of bearing riders, wounded allies, or heavy gear when needed
- **Charge Fighter:** Gains +10 with heavy spear on a committed run
- **Xenophobic Caution:** Hard to approach diplomatically without existing trust or proper intermediaries

Tactics:
Sagittar prefer mobility, range, and open-ground advantage. They harry with bows, reposition constantly, and use spear charges to break lines or punish pursuit. They rarely stay where enemies want them.

Hooks:

- A Sagittar delegation is willing to trade, but only outside the city and under strange terms.
- A wounded Sagittar has crossed taboo ground and now both clans and caravans are in danger.
- Someone is selling Sagittar bows offworld, which means something ugly happened first.
- A lost child has wandered into country patrolled by a people who dislike strangers intensely.

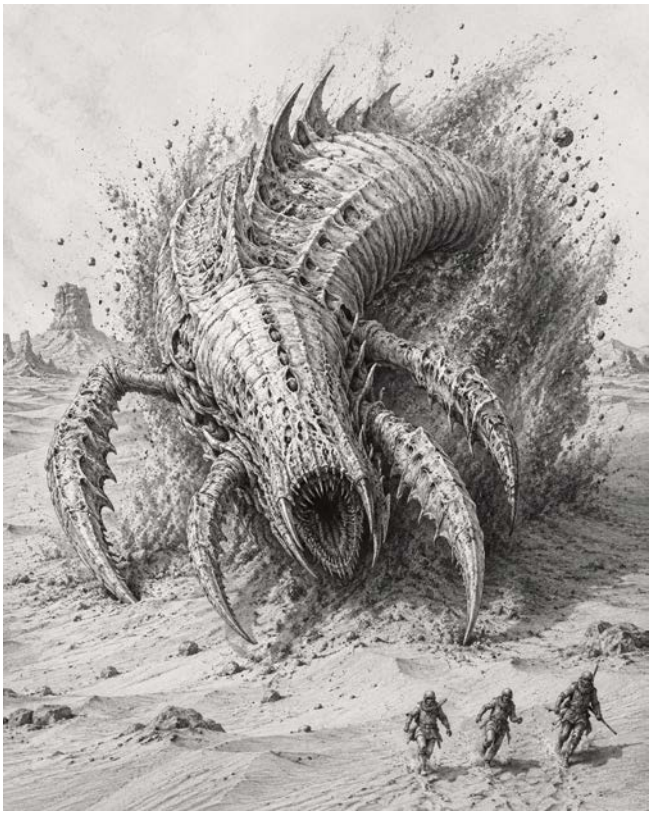
Sand Beast

Threat: 5
Wounds: 5
Armor: 3
Attack: 65%, ambush maw or claw 2d6
Native World: Prism

Description:
The Sand Beast is among the deadliest things on Prism and one of the main reasons wise merchants hire real scouts instead of optimistic guards. Huge, pale, and built for ambush beneath fine desert sand, it lies buried with only the slightest sign of disturbance above it until prey crosses too near. Then the ground erupts and the traveler disappears into claws, teeth, and panic.

Its body is long and low, armored in dust-colored chitin or bone-like plating, and shaped perfectly for burrowing through loose dunes and open desert wash. The mouth is large enough to engulf a body at close range. The forelimbs are powerful digging hooks as much as weapons. Some specimens are said to wait for hours without moving. Others actively shadow caravans beneath the sand, surfacing only when terrain favors a kill.

Because Sand Beasts are so difficult to detect before the strike, trackers, scouts, and terrain-readers are highly valued anywhere merchants or pilgrims must cross Prism's exposed reaches.



Traits:

- **Very Large:** Massive enough to drag down beasts, carts, or multiple travelers

- **Camouflage:** Extremely hard to detect while buried or motionless beneath sand
- **Natural Sneak:** Moves with unnatural concealment for something so big
- **Burrowing:** Can dive, tunnel, and reposition beneath loose ground
- **Ambush Predator:** Gains +10 on first strike from concealment

Tactics:
A Sand Beast attacks from below, seizes one target, and attempts to retreat back under the sand with prey before organized resistance can form. If prevented, it thrashes violently and may circle beneath the surface for a second attack.

Hooks:

- A caravan route has become unusable because something is hunting trained escorts first.
- A buried ruin entrance may only be reachable by following Sand Beast tunnel disturbances.
- A settlement pays bounties on juveniles because adults are almost impossible to handle.
- A guide insists one “holy dune” is actually the lair of an ancient Sand Beast.

Shade

Threat: 3
Wounds: 2
Armor: 0
Attack: 60%, life-draining touch 1d8 special
Native World: Bound to place of death

Description:
A Shade is not born. It happens. When a being is slain by a sinister extradimensional creature and the body is not properly laid to rest, something may remain behind. That remainder is the Shade: a wrathful wraith-form tied to the place of death, unable to depart it and unwilling to suffer the living to pass in peace. The result is less a ghost with memories than a knot of malice wearing the shape of unfinished death.

A Shade usually appears as a gaunt, unraveling human-like figure made from darkness, vapor, ragged burial-cloth impressions, and the remains of a face that no longer fully belongs to the dead. It can become fully noncorporeal, rendering normal physical force useless against it. While in that state, it passes like mist through solid barriers and drifts through the scene with horrible purpose. To strike physically, however, it must become corporeal enough to touch the world again. When it does, that touch is ruinously cold and draining.

Shades do not roam widely. They haunt. They remain where the wrong death occurred and attack all who enter with the fury of something denied rest.

Traits:

- **Life Drain:** Its corporeal touch saps vitality rather than merely tearing flesh
- **Noncorporealness:** Can become intangible and immune to ordinary physical attacks
- **Bound Haunt:** Cannot stray far from the site of its death
- **Vengeful Attack:** Automatically hostile to intruders within its haunt
- **Magic-Vulnerable:** Energy, arcana, blessed force, and similar attacks affect it most reliably

Tactics:
A Shade waits for entry into its haunt, approaches through walls or mist while noncorporeal, then becomes solid enough to strike and drain. It uses fear, darkness, and surprise more than speed.

Hooks:

- A roadside ruin keeps claiming travelers because no one ever buried the dead properly.
- A Shade is haunting a profitable site that several factions want cleared cheaply.
- The source of one haunting may reveal exactly what extradimensional thing made the corpse.
- A family wants the remains of an ancestor recovered before the Shade destroys another generation.

Slithering Strangler

Threat: 4
Wounds: 5
Armor: 3
Attack: 60%, tentacle crush or constriction 2d6
Native World: Malador

Description:
The Slithering Strangler is one of the great wet horrors of Malador's swamps, a lurking predator that treats murky water as both cover and weapon. Its central body is broad, low, and ugly in a way that feels older than ordinary life, all slick hide, ridged flesh, and lid-heavy eyes. From that body spread numerous long tentacles, each strong enough to seize, coil, and crush prey in blackwater silence. When mostly submerged, a Strangler may show almost nothing except a few ripples and the faint rise of watching eyes.

Gurglers are among its most common prey, largely because the creature hunts the same channels, submerged borough edges, and reed-choked waters they use for life and ambush. But the Strangler is not picky. It feeds on anything that cannot escape its reach in time. It strikes from just below the surface, entangles first, then drags prey under or crushes it where it stands. Many Malador travelers fear open

water less than they fear the still-looking patches of it.

Its patience is one of its worst qualities. A Strangler can wait almost indefinitely.

Traits:

- **Stealthy:** Hard to detect while lying just beneath murky water
- **Natural Armor:** AR 3
- **Tentacle Seizure:** May grapple, entangle, or restrain multiple smaller targets
- **Vice-Like Strength:** Constricting attacks are especially dangerous once a target is caught
- **Swamp Lurker:** Moves confidently through deep muck, reed beds, and blackwater channels

Tactics:
A Slithering Strangler does not rush. It waits in water, grabs the nearest vulnerable target with tentacles, then drags, crushes, or drowns. If facing a group, it prefers to separate one from the others and let panic do the rest.

Hooks:

- A Gurgler borough has been abandoned because something even they fear has taken the channel.
- A route shelter on Malador has gone silent beside water that now looks too still.
- Hunters want a live tentacle sample for alchemical work, which is a very bad request.
- An old wreck half-sunk in swamp water may hold treasure, but the water around it belongs to a Strangler.

Space Cow

Threat: 2
Wounds: 4
Armor: 1
Attack: 35%, ram 1d8
Native World: Deep space; common along gas-rich void routes and nebular shelves

Description:
Despite the name, the Space Cow does not resemble an ordinary domestic beast as closely as spacers like to pretend. It is a massive void-grazing creature with a slow, buoyant body, thick hide, blunt features, and a drifting, almost placid manner that invites underestimation. Many specimens look more like a cross between a sea grazer, a swollen void-drifter, and some old horned herbivore than anything truly bovine. Their bodies are heavy and soft-looking but built for survival in open space, with layered hide, filtration structures, and slow steering fins or tendril-like control limbs that help them skim the edges of gas pockets and nebular currents.

Space Cows feed on diffuse matter suspended within gas-rich regions of the void. They move in singles, bonded pairs, or small herds, traveling

immense distances over time and grazing where the stars and drift patterns favor them. They are generally harmless unless harried, trapped, or panicked. Then, despite their otherwise placid nature, they become blunt-force hazards capable of ramming hulls, crushing smaller void fauna, or bowling over careless craft.

They are prey for many larger predators, including Golden Draacs, Void Demons, and organized hunters who process their hides for clothing, void leathers, and specialty treated materials. Some voidfarers consider harming one bad luck. Others consider it business.

Traits:

- **Natural Life Support:** Survives vacuum and deep-space conditions naturally
- **Space Flight:** Skims gas currents and void edges with slow but reliable independent movement
- **Nebula Grazer:** Drawn to gas shelves, dust lanes, and diffuse nutrient-rich regions
- **Thick Hide:** Its body shrugs off minor incidental harm and debris better than expected
- **Panic Ram:** If agitated, may charge a ship, creature, or obstacle directly

Tactics:
A Space Cow does not hunt and does not seek battle. If frightened, it turns its bulk into a weapon, ramming and pushing through whatever threatens it. Herds may scatter violently, creating hazardous movement and collision scenes for nearby ships or travelers.

Hooks:

- A drifting herd has moved across a trade lane and several captains want them driven off without damaging the animals.
- Hunters are poaching Space Cows in a protected nebular region.
- A wounded Space Cow is carrying embedded debris from a ship thought lost years ago.
- A void cult insists one ancient herd always appears before a major stellar disaster.

Space Worm

Threat: 5
Wounds: 5
Armor: 2
Attack: 65%, bite or constriction 2d6
Native World: Deep space; commonly found in asteroids, derelicts, and ruined installations

Description:
The Space Worm is one of the great scavenger-terrors of abandoned places in the void. Long, eel-like, and thick-bodied, it moves through dead structure with an unnerving mix of serpentine grace

and raw muscular force. A mature worm may be many meters long, with a lamprey-like or predatory maw full of hooked teeth, heavy ringed musculature, and a body capable of twisting through gaps that seem impossible for something of its size. Many have pale, scarred hides marked by vacuum abrasion, metal scrape, and old feeding damage.

Space Worms infest asteroids, derelict starships, mined rock, abandoned stations, and the broken underworks of old moon facilities. They survive in vacuum naturally and move through zero-gravity environments by coiling, pushing, and whipping their bodies in controlled bursts. Their hunger seems nearly constant. Worse, they are known to begin feeding before prey is fully dead, especially if they sense little threat from resistance.

For miners, wreck divers, and void scavengers, the Space Worm is a nightmare hazard. It lives where people go looking for value and turns enclosed salvage spaces into feeding tunnels.

Traits:

- **Natural Life Support:** Thrives in vacuum, dead stations, and exposed rock
- **Long and Thick-Bodied:** Can block corridors, fill shafts, and dominate confined spaces
- **Constriction:** May seize and crush targets rather than merely biting them
- **Relentless Feeder:** Continues attacking downed prey unless driven off
- **Wreck Burrower:** Moves through damaged structure, maintenance shafts, and fractured hull interiors with ease

Tactics:
A Space Worm prefers ambush from darkness, shaft openings, broken bulkheads, or hidden cavities in rock. It strikes with the mouth first, then coils if the prey is still resisting. In confined salvage environments, it uses mass and body placement to separate groups and block escape.

Hooks:

- A profitable hulk has already killed two salvage teams, but the cargo inside is still there.
- Miners broke into a sealed asteroid chamber and heard something moving in the walls.
- A station section marked abandoned is in fact being used as a Space Worm nesting ground.
- A worm corpse holds swallowed valuables from multiple lost crews.

T'Lath Nooran

Threat: 2
Wounds: 2
Armor: 0
Attack: 40%, knife, shock baton, or pistol 1d6

Native World: Brood-vessels; traditionally first encountered near Nirvana

Description:
The T'Lath Nooran are an ancient merchant people whose true home is not a world but the vast wandering brood-vessels in which they live, trade, breed, and travel. Slender, poised, and unmistakably alien, they are long-limbed humanoids with smooth or lightly patterned skin, elegant cranial structure, dark expressive eyes, and refined features that make them seem perpetually composed even when calculating profit. Their clothing and equipment often combine practical trader utility with heirloom ornament, suggesting a culture that sees little contradiction between commerce, lineage, and beauty.

Nooran history is difficult to pin down because the people themselves are always moving. Brood-vessels may carry a few hundred souls or tens of thousands, with entire vessel-populations thought to be linked by blood across branching generations. Over time, new generations split away, establish fresh routes, and become new congregations with their own habits, specialties, and trade customs. They circulate not only through the Milky Way but, according to many scholars, beyond it.

T'Lath Nooran are traders first, but not only traders. They are negotiators, interpreters, carriers of news, arrangers of exchange, and keepers of long memory. Most are personable and skilled at avoiding direct political entanglement. They dislike being forced to choose sides and are remarkably adept at staying just to one edge of a conflict while still making a profit from those trapped within it.

Traits:

- **Natural Barter Skill:** Gains +10 in trade, negotiation, and valuation scenes
- **Wide Assortment of Technology:** Often has uncommon goods, useful devices, or hard-to-find trade items on hand
- **Noorish and Trade Tongue:** Speaks Noorish and Sanctuarian trade speech as standard
- **Brood-Vessel Memory:** Excellent recall for routes, obligations, and old arrangements
- **Conflict-Avoidant:** Usually works hard not to be forced into open factional commitment

Tactics:
A T'Lath Nooran avoids violence if at all possible. If cornered, they defend themselves with practical weapons, coordinated crew action, and rapid withdrawal. Merchant crews often have more discipline and hidden security than outsiders expect.

Hooks:

- A brood-vessel has arrived carrying goods no one can explain and several factions desperately want.
- A Nooran trader remembers an agreement made with the Protagonist's ancestors and expects it honored.
- Someone has begun raiding Nooran caravans and surviving merchants want discreet retaliation.
- A splinter brood-vessel has gone missing beyond normal routes and its cargo may matter less than its people.

Tau-Ranian

Threat: 3
Wounds: 2
Armor: 0
Attack: 45%, sidearm, tool-weapon, or adaptive form strike 1d6
Native World: Beyond the Milky Way; associated with Tau-Ranian exploratory fleets and distant raw-material routes

Description:
Tau-Ranians are spacefaring visitors from beyond the Milky Way, known in civilized ports as disciplined traders, quiet researchers, and unnervingly flexible beings whose true biology is not entirely fixed. In their stable humanoid presentation they are graceful, alert, and distinctly nonhuman, with sleek features, luminous or reflective skin textures, fine cranial ridges or soft cresting, and a poised, observant manner that suggests constant analysis of their surroundings. They are often encountered on Sanctuary and other major exchange worlds where they barter refined ore, raw material, and unusual findings for manufactured goods, data, and provisions.

Most scholars believe the Tau-Ranians commonly encountered in local space are explorers, scientists, surveyors, and diplomatic-commercial agents rather than the full spectrum of their civilization. They do not appear to settle populated worlds alongside other species, preferring mobile presence, research enclaves, distant facilities, or temporary port activity. Their technology seems broadly comparable to that of the major known races, though in some fields it may be subtly superior.

Their most famous trait is innate shapechanging. Though the limits remain uncertain, Tau-Ranians appear capable of altering form into other creatures or objects of roughly equivalent mass. This is not merely disguise. The transformation seems fluid, controlled, and biologically native. That fact alone has ensured that Tau-Ranians are treated with equal parts fascination, respect, and caution.

Traits:

- **Innate Shapechanging:** May alter form into another creature or object of similar mass
- **Explorer-Scholar Culture:** Often possesses scientific tools, data, or unusual field resources
- **Access to Resources and Money:** Typically well-funded compared to ordinary travelers
- **Composed Outsider:** Calm in unfamiliar settings and difficult to read socially
- **Adaptive Biology:** Can shift presentation or physical utility in ways other species cannot

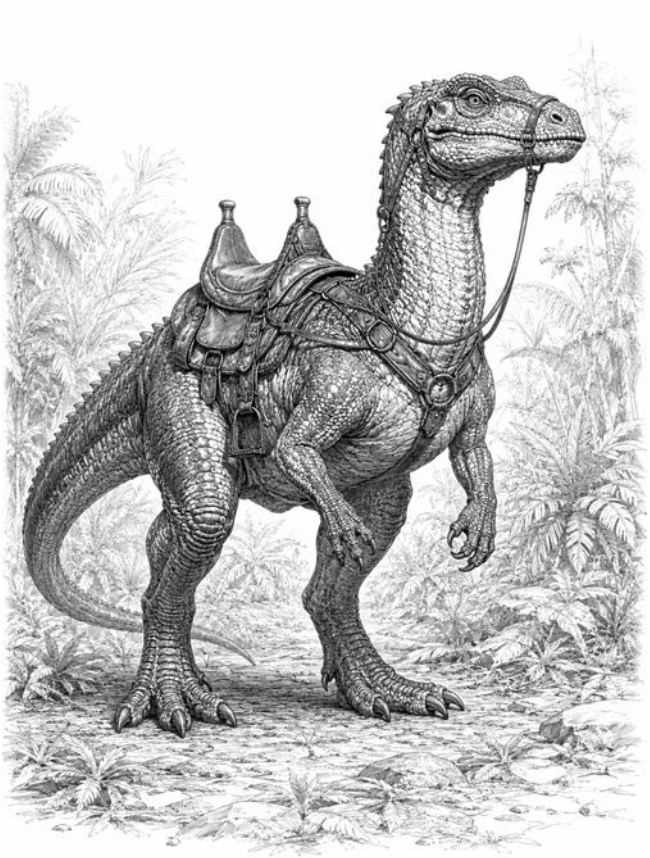
Tactics:
Tau-Ranians prefer not to fight unless forced. If they do, they rely on preparation, intelligence, tools, and advantageous form-use rather than brute

aggression. A cornered Tau-Ranian may reshape for infiltration, escape, defense, or unexpected close attack.

Hooks:

- A Tau-Ranian researcher has vanished after acquiring data from a forbidden ruin.
- A port authority suspects a shapechanged Tau-Ranian is already inside a secure facility.
- A mining consortium wants exclusive trade access to Tau-Ranian ore routes.
- A Tau-Ranian envoy offers rare knowledge in exchange for something no local faction wants made public.

Thunok



Threat: 2
Wounds: 3
Armor: 1
Attack: 40%, kick, bite, or trampling rush 1d8
Native World: Jade

Description:
The Thunok is one of Jade's most valuable working beasts, a large bipedal reptilian mount bred, traded, and ridden across jungle trails, marsh edges, and broken green country where wheeled travel quickly becomes useless. It stands tall on powerful hind limbs, balancing with a long muscular tail and using its smaller forelimbs for grip, balance, and occasional ugly close work when alarmed. Its hide is thick, scaled, and weather-hardy, usually patterned in jungle greens, brown-grays, or mottled striping that helps it disappear in foliage more easily than something of its size should.

Though omnivorous, the Thunok is not a dedicated predator. It feeds on leafy growth, fruit, carrion scraps, small animals, and whatever else the land offers. What makes it remarkable is not appetite, but temperament. When handled from youth, Thunoks train well and become dependable mounts, pack-beasts, and sentries. Their most prized trait is an uncanny inherited danger sense. A good Thunok becomes tense, vocal, or abruptly alert when creatures, devices, or concealed threats approach within a surprisingly broad distance. On Jade, that kind of warning has real value.

Lizard Folk tribes raise them in numbers, and many warbands, hunters, and caravan groups rely on them. A mature Thunok can carry two riders if needed, though it prefers one competent handler and balanced load.

Traits:

- **Innate Danger Sense:** Detects approaching creatures, machines, or active threats within Long range
- **Large Mount:** Can carry two passengers in necessity, though less efficiently than one

- **Jungle Sure-Footed:** Moves confidently through roots, wet ground, and broken trail
- **Trainable:** Bonds well if raised young and handled firmly
- **Omnivorous Grazer:** Can live off mixed forage more easily than specialized herd stock

Tactics:
A Thunok is not naturally vicious, but it reacts fast when startled. In danger it kicks, snaps, wheels, and tries to keep threats in front of it while giving its rider a chance to act. Wild Thunoks often flee first unless cornered.

Hooks:

- A Thunok herd has gone restless days before anything visible reaches the settlement.
- Raiders stole a line of trained war-mounts and vanished into jungle ground only the mounts can read.
- A wounded Thunok keeps trying to lead its handler back toward something it sensed.
- A rival tribe wants a prized breeding pair before the next wet season.

Trog

Threat: 2
Wounds: 2
Armor: 1
Attack: 45%, mining tool, cutter, or compact firearm 1d6+1
Native World: Fandri, though found on asteroids and ore worlds across known space

Description:
Trogs are squat, heavy-bodied humanoids built for one thing above all others: extraction. Broad-shouldered, gray-skinned, and powerfully compact, they look as though they were shaped by pressure, dust, and stone. Their faces are blunt, their limbs thick, and their hands unusually strong and dexterous when tools or mineral work are involved. They are found in many places, but most often on Fandri, in asteroid belts, and on mineral-heavy worlds where someone needs ore cut out of bad ground fast.

Though many outsiders reduce them to miners and nothing more, the Trogs themselves tend to regard mining as an identity rather than a profession. Vein-reading, tunnel survival, ore politics, salvage-rights, and extraction craft form the center of their practical culture. They use high-grade equipment readily, understand industrial risk better than many corporate supervisors ever will, and have been known to operate ships of their own when profit or necessity requires. Their relations with BOTs are generally strong. They work sufficiently well with Humans and C'Croach. Horde Demons, however, they absolutely despise. That hatred is not abstract.

In asteroid belts and isolated dig-sites, Horde Demons are a recurring nightmare.

Trog crews are not graceful, but they are durable, suspicious, and very difficult to dislodge once they decide a claim is worth holding.

Traits:

- **Natural Survival Skill:** Excellent in mines, tunnels, extraction sites, and rough industrial environments
- **Ore-Sense:** Gains +10 when reading stone, instability, or likely mineral seams
- **Industrial Loadout:** Commonly carries advanced tools, breachers, lights, or compact utility gear
- **Claim Holder:** Becomes stubborn and aggressive when defending a mine, claim, or work crew
- **Demon-Hatred:** Gains +10 against Horde Demons or when resisting fear caused by them

Tactics:
Trogs prefer prepared ground, cover, and equipment advantage. In a fight they use terrain, lights, cutters, and heavy tools efficiently. They do not waste motion and rarely abandon a defensible claim without blood being drawn first.

Hooks:

- A Trog mining camp has gone dark after breaking into a sealed lower shaft.
- Two extraction crews are about to kill each other over a vein that may not be ore at all.
- A Trog foreman wants discreet help clearing out something worse than a cave-in.
- A derelict Trog prospector ship drifted back into port carrying samples from nowhere charted.

Troonad

Threat: 1
Wounds: 2
Armor: 0
Attack: 25%, staff, hooked tool, or grasping strike 1d6
Native World: Malador

Description:
Troonads are towering fungal humanoids native to Malador, standing seven to eight feet tall and looking at first glance like something grown rather than born. Their bodies are formed from pale stalk-flesh, layered fungal plates, cap-like cranial growths, and softly textured surfaces that blur the line between person and marsh-organism. Their eyes are usually dark, reflective, and watchful. Though imposing in height, they are not naturally aggressive.

Most are quiet, curious, and surprisingly patient with travelers who do not threaten the land around them.

Troonads do not speak in any vocal language known to the common races. Instead they communicate through a simple but expressive system of hand-signs, posture, and deliberate motion. They feed on mold, lichen, swamp growth, and other lesser fungal life, and they are notably protective of Malador's living ecology. A Troonad may tolerate an armed stranger crossing the marsh. It is less likely to tolerate senseless burning, butchery, poison dumping, or ruin brought into a fragile wetlanTheir calm is often mistaken for passivity. That is another common offworld mistake.

Traits:

- **Infravision:** Sees clearly in marsh-dark, mist, and low light
- **Natural Camouflage:** Gains +10 when motionless among fungal growth, wet timber, or marsh rot
- **Silent Sign Speech:** Communicates by gesture and sign rather than voice
- **Ecology Guardian:** Reacts strongly to destruction of swamp life, fungus fields, or nesting grounds
- **Tall Marsh Walker:** Handles shallow swamp, root beds, and sog ground better than most humanoids

Tactics:
Troonads avoid violence when possible. If forced, they use reach, terrain, and quiet coordination. They favor warning displays first, then binding, shoving, and simple hard strikes rather than slaughter.

Hooks:

- A Troonad band is blocking access to a marsh route because something poisoned the water ahead.
- A scholar wants a peaceful meeting, but no one available knows their sign language.
- Troonads are removing corpses from a swamp battlefield for reasons no one understands.
- A rare fungal bloom sacred to them is about to be harvested by smugglers.

Vadel Beast

Threat: 2
Wounds: 2
Armor: 1
Attack: 50%, bite 1d8
Native World: Asgard

Description:
The Vadel Beast is the finest of the great cold-bred canines descended from the original dogs of Terra, though "dog" feels too small a word for some

specimens. Large, heavily furred, and broad through the chest and shoulders, they are built for snow country, mountain passes, frozen trail work, and hard companionship under hostile skies. Their coats are usually pale or white, their bodies dense with muscle beneath thick weatherproof fur, and their jaws carry an extra row of teeth that gives the breed a distinctly more formidable look than lesser canines.

On Asgard, Vadel Beasts are beloved working companions, guardians, hunters, and household animals. They are tamed early, trained hard, and trusted deeply. Few remain feral for long, both because the breed takes to domestication well and because most Asgardians refuse to see them wasted. Their preference for sub-arctic and arctic climates has limited their spread somewhat, though they are still found on other human worlds in smaller numbers.

They are loyal, intelligent, and brave enough to be dangerous when a handler, home, or trail party is threatened.

Traits:

- **Infravision:** Excellent low-light and night tracking ability
- **Thick Tough Fur:** AR 1 from dense cold-weather coat and hide
- **Cold-Bred:** Ignores ordinary penalties from severe cold and snow
- **Handler Bond:** Gains +10 when defending a trusted master or pack
- **Trail Dog:** Strong scenting, pursuit, and guard instincts

Tactics:
A Vadel Beast uses mobility, bite pressure, and intimidation. Trained animals work in disciplined pairs or with handlers. Wild or half-wild individuals circle, feint, and commit only when they believe they can end the threat quickly.

Hooks:

- A Vadel Beast keeps returning to the same avalanche field and refusing to leave.
- Someone is stealing trained pups from remote Asgardian holdings.
- A noble family's prized line may be tainted by something unnatural in the mountains.
- A beast bonded to a dead rider will not let anyone approach the body.

Veergal

Threat: 3
Wounds: 3
Armor: 1
Attack: 50%, spear, club, or entangling plant strike 1d8
Native World: Malador

Description:
The Veergal are intelligent plant-humanoids native to the swamps and wet overgrowth of Malador, organized into primitive but disciplined tribal bodies called Sh'Tals. Slightly taller than a human on average, their forms are made of vine-braid musculature, bark-like surfaces, leaf growth, swamp-root feet, and faces that can look eerily expressive despite lacking familiar flesh. To outsiders their society remains largely obscure. Few encounters have produced much useful information, partly because Veergal are deeply wary of strangers and partly because ordinary communication with them is almost impossible without magical means or a proper translator.

What is known is enough to make travelers cautious. Veergal are intensely religious, highly superstitious, and devoted in some manner to a divinity named H'Rall K'm. They do not eagerly adopt outsider weapons or technology, though they are physically capable of using almost anything humanoid hands can hold. More importantly, all Veergal appear capable of controlling nearby plant growth within short range. Vines, reeds, hanging roots, and swamp growth may shift, bind, conceal, or animate at their direction.

This makes even a "simple" Veergal hunter more dangerous than it first appears. In their own wetlands, they fight with the land itself.

Traits:

- **Plant Control:** Can animate, maneuver, or direct nearby foliage within Short range
- **Natural Camouflage:** Gains +10 to hide in marsh vegetation; +20 if actively aided by plants
- **Swamp Tribal Discipline:** Works well in ambush groups and defended territory
- **Translator-Dependent Speech:** Meaningful communication usually requires magic or specialized aid
- **Religious Caution:** Reacts strongly to taboo-breaking, desecration, and outsider intrusion

Tactics:
Veergal prefer concealment, entanglement, and terrain control. They let plants slow or isolate intruders, then strike with simple weapons from angles outsiders did not see. They do not rush into open ground unless forced.

Hooks:

- A Sh'Tal has declared a trade marsh forbidden after signs from H'Rall K'm.
- A translator claims they can negotiate with the Veergal, but several parties want that gift first.
- Someone is cutting sacred swamp-root groves and disappearing in the night.
- A Veergal war leader has begun using captured weapons despite old taboo.

Void Bat

Threat: 0
Wounds: 1
Armor: 0
Attack: 25%, bite or swarm harry 1d3
Native World: Deep space; common in asteroids and derelict hulks

Description:
Void Bats are not true bats, but the name has stuck so thoroughly that no one bothers to replace it. They are small winged creatures adapted to asteroid hollows, dead ship interiors, and all the mechanical cavities space inevitably creates. Their bodies are lean, leathery, and unsettlingly flexible, with oversized eyes, fine gripping limbs, and membrane wings suited to both vacuum drift and cramped interior fluttering. They gather in colonies, wedge themselves into vents and gaps, and nest in the least convenient systems a ship can have.

They are mostly nuisances rather than killers. Unfortunately, nuisances in a starship can still become serious problems. Void Bats foul vents, clog intakes, chew insulation, nest in maintenance voids, and startle crews at exactly the wrong time. Left unchecked, a colony can create cascading technical failures that matter much more than the animals themselves.

Scavengers hate them. Old hulks belong to them.

Traits:

- **Natural Life Support:** Survives hard vacuum and dead-hull conditions
- **Flight:** Moves rapidly through open gaps, shafts, and wreck interiors
- **Infravision:** Strong vision in darkness and low heat environments
- **System Nester:** Tends to infest vents, ducts, and machinery housings
- **Swarm Nuisance:** Large groups may impose distraction, panic, or minor technical complications

Tactics:
A Void Bat avoids stand-up conflict. Colonies scatter, regroup, and harry only when cornered. The real threat is the environment they create, not their bite.

Hooks:

- A functioning ship keeps suffering strange outages because something nested inside the life support runs.
- A salvage team woke a colony large enough to blind cameras and clog rebreathers.
- Someone is smuggling live Void Bats for a use no one wants explained.
- An ancient hulk's navigation core may still work, if the colony inside can be cleared first.

Warp Trooper

Threat: 4
Wounds: 3
Armor: 4
Attack: 65%, warp gun 1d10
Native World: Unknown extradimensional war-zone

Description:
Warp Troopers are among the most violently abrupt threats recorded in the known worlds. They do not arrive by ship, march, or warning beacon. They appear. A portal tears open, a fully armed trooper is already moving through it, and gunfire begins before most witnesses understand that contact has happened. These alien soldiers wear fully enclosed power armor of unknown manufacture, sleek, lean, and brutally functional. No verified account has ever

described the being inside the helmet. It may be humanoid. It may not.

Their weapons are no less disturbing. Warp guns fire with speed, accuracy, and a seeming disregard for ammunition limits, as though the weapon simply continues as long as the trooper intends it to. More dangerous still is their short-range blink ability. A Warp Trooper can instantaneously reposition across a battlefield, stepping from one point to another in a strobing displacement that makes ordinary cover unreliable. After striking, some units simply portal away again, suggesting reconnaissance, harassment, raiding, or battle-theatre insertion rather than occupation.

Everything about them implies a civilization locked in permanent war elsewhere. The Milky Way, for them, may only be a spill zone.

Traits:

- **Life Support:** Can operate in vacuum, toxic atmosphere, or battlefield ruin without support gear
- **Power Armor:** AR 4
- **Warp Gun:** Fast-firing alien rifle effective in combat and seemingly not constrained by ordinary ammunition
- **Blink Teleport:** Instant short-range reposition once per meaningful combat exchange, Director permitting
- **Portal Insertion:** May arrive or depart through sudden dimensional breach
- **Battle Discipline:** Enters combat already acting with focus and aggression

Tactics:
Warp Troopers hit hard and fast. They prioritize obvious threats, blink to better firing lines, and use violence to destabilize the scene immediately. If unsupported, they may disengage just as suddenly as they arrived.

Hooks:

- A battlefield keeps suffering brief impossible raids from soldiers no one can trace.
- A broken portal site is still spitting out single troopers at random intervals.
- Someone wants a live Warp gun, which is a request likely to kill many people.
- A trooper's armor remains sealed after death and several factions want it opened first.

Zorshite Serpent

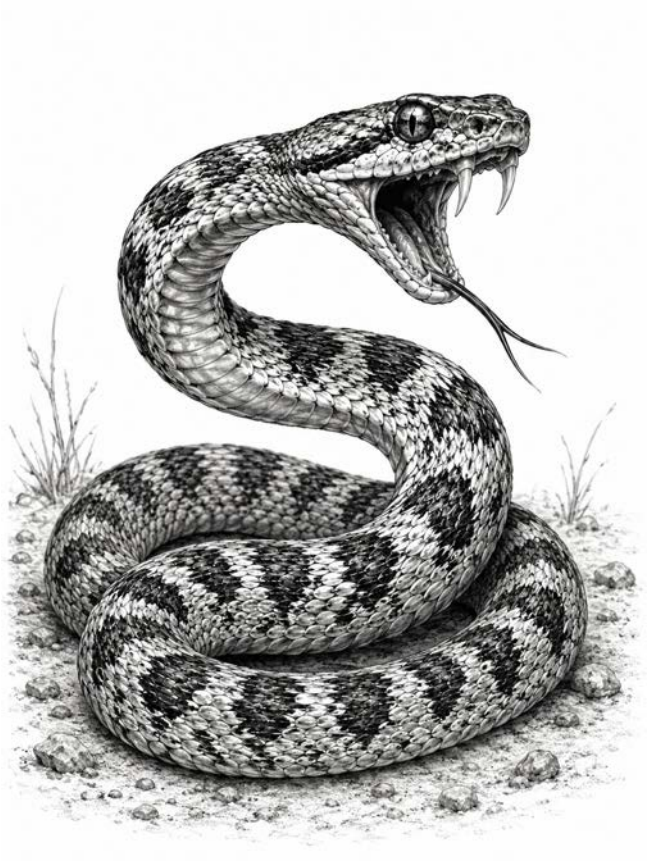
Threat: 1
Wounds: 1
Armor: 0
Attack: 40%, poisonous bite 1d3 plus venom
Native World: Sparta

Description:
The Zorshite Serpent is a small but dreaded snake native to Sparta, rarely more than two feet long and

easily overlooked until the moment that matters most. Its scales are vividly patterned in mixed bands, mottling, or bright broken colors depending on local sub-breed and terrain. The body is light, quick, and precise, with a triangular head, alert eyes, and fangs that deliver one of the deadliest natural venoms known on the planet.

A single bite is often worse than the wound itself suggests. The venom works fast, continuing to damage the victim scene by scene until antidote, proper First Aid, or a Healer's intervention halts the decline. This makes the serpent a real terror in bad country, where treatment may be distant and panic may waste the only useful minutes. Scouts, herders, Sagittar, and mutant clans all know to respect it.

It is not aggressive without reason. It is simply efficient, defensive, and very good at being small in the wrong place.



Traits:

- **Poisonous Bite:** Inflicts ongoing venom harm until treated
- **Small and Easy to Miss:** Gains +10 to remain unnoticed in scrub, stone, or trail clutter
- **Fast Strike:** Bites quickly when stepped near, handled, or cornered
- **Dry-Country Survivor:** Thrives in Spartan heat, rock, and sparse cover

Tactics:
A Zorshite Serpent avoids large creatures when possible. It bites defensively, withdraws fast, and lets venom do the real work. If trapped, it may strike repeatedly in panic.

Hooks:

- A caravan healer is dead and now everyone on the route is terrified of one unseen serpent.
- A rare antivenom source has dried up just before migration season.
- Someone is collecting live Zorshites for poison work and losing handlers at an alarming rate.
- A child survived a bite and now an entire clan believes the serpent marked them for something.

APPENDIX A:
One-on-One RPG Rules Reference

This chapter presents the core rules of the **One-on-One RPG System** in a form that can be used across many different settings, genres, and modules. Whether a game takes place in a drowned magical world, a fae-haunted land, a far-future psychic empire, a mythic underworld, or a street-level supernatural mystery, the underlying engine remains the same.

The One-on-One RPG System is built for focused play between one **Director** and one primary **Protagonist**. The Protagonist is the central figure of the story. The Director presents the world, portrays its characters, frames danger, judges consequences, and keeps the fiction moving. Some modules may rename the Director to better fit their tone, but the role remains the same.

The system uses a unified d100 resolution method. Characters have Attributes, Skills, Destiny, possible Companions, setting-specific resources such as Essence, and whatever gear, money, social position, or special abilities the module provides. Most uncertainty is resolved by rolling equal to or under a modified value on percentile dice. The better the roll succeeds, or the worse it fails, the more strongly the result affects the story.

This chapter covers character generation, Essence or its setting equivalent, Skills, Destiny, Companions, archetypes, starting gear, task resolution, Clocks, combat, rest and recovery, and advancement. Setting modules may add new rules, rename terms, provide special abilities, or introduce genre-specific subsystems, but the rules here form the common foundation.

Character Generation

Character generation in the One-on-One RPG System creates a capable Protagonist suited to focused play. Because the game centers on one primary character, the Protagonist should be competent, flexible, and strongly connected to the setting's central conflicts.

Most modules use six core Attributes:

Might measures physical strength, force, and brute power.

Grace measures agility, precision, balance, and bodily coordination.

Endurance measures toughness, stamina, resistance, and physical durability.

Awareness measures perception, instinct, alertness, and immediate sensory judgment.

Intellect measures memory, reasoning, technical knowledge, education, and analysis.

Presence measures confidence, force of personality, charm, command, and social influence.

A module may rename these Attributes to better fit its genre, but their basic functions should remain clear and consistent.

Quick Attribute Allocation

For fast character creation, assign the following values among the six Attributes:

70, 65, 60, 55, 50, 45

Place the highest values in the areas most important to the Protagonist's concept. A warrior might favor Might, Endurance, and Awareness. A scholar-mage might favor Intellect, Presence, and Awareness. A scout, thief, duelist, or pilot might place Grace near the top.

Point Allocation

For more customized character creation, distribute **345 points** among the six Attributes.

Unless the module states otherwise, no Attribute should begin below **40** or above **80** during character creation. This keeps beginning Protagonists grounded while still allowing clear strengths and weaknesses.

A value around 40 represents a notable weakness. A value around 50 is ordinary or serviceable. A value around 60 is strong. A value around 70 is excellent. A value around 80 represents exceptional natural ability.

Essence

Many One-on-One RPG System modules include a special resource used to power magic, supernatural gifts, psychic exertion, divine favor, inner fire, heroic force, spiritual authority, or other extraordinary abilities.

This chapter refers to that resource as **Essence**, but the name may change by setting. A fae module might call it Essence. A psychic science-fantasy module might call it Psi. A divine setting might call it Grace, Favor, or Devotion. A horror game might call it Will, Blood, or Sanity. The name should match the tone of the module.

Essence usually represents a limited pool that the Protagonist spends to activate special abilities. A spell, power, miracle, or supernatural technique may require the character to spend a listed amount of Essence before, during, or after the roll, depending on the module's rules.

The module defines:

- the name of the resource;
- how its maximum value is calculated;
- when it refreshes;
- what abilities spend it;
- whether failed use still costs Essence;
- whether enemies, Companions, or NPCs use the same resource.

Essence should always serve the setting. It is not required in every module. If a setting has no magic, psychic power, supernatural gift, or comparable exertion system, this section may be shortened or omitted.

Skills

Skills represent trained ability, practical experience, specialized knowledge, and repeated practice. While Attributes describe what a character is naturally like, Skills describe what the character can reliably do.

Each Skill is linked to one Attribute. The linked Attribute determines the Skill's starting base.

To calculate a Skill Base, divide the linked Attribute by 2 and round down.

For example, if a Skill is linked to Grace and the character has Grace 65, that Skill begins with a base of 32 before any Skill Points are added.

Skill Base is calculated as:

Linked Attribute ÷ 2, rounded down

After calculating Skill Bases, the player distributes **200 Skill Points** among the Protagonist's Skills. Each Skill Point increases one Skill by 1%.

Unless the module states otherwise, a starting Skill should not be raised above **70%** during character creation. This starting cap keeps early play uncertain while still allowing a Protagonist to be highly capable in key areas.

The Director may allow a higher starting Skill cap for very specific concepts, experienced heroes, legendary figures, or advanced campaign frameworks, but 70% is the standard default.

Skill Lists by Setting

Each module provides its own Skill list. Some Skills are common across many genres, such as Athletics, Stealth, Medicine, Persuasion, Survival, Craft, or Lore. Other Skills are specific to the module's world,

such as Sorcery, Psi-Tech, Deepcraft, Oathcraft, Void Navigation, Fae Etiquette, or Bloodline Lore.

A setting's Skill list should express what matters in that world. The core procedure does not change: every Skill has a linked Attribute, a calculated base, and any additional points added during creation or advancement.

Destiny

Destiny represents the Protagonist's importance to the story. It is luck, resolve, dramatic focus, stubborn survival, divine notice, personal legend, or narrative gravity. Whatever form it takes, Destiny gives the player limited control over moments that matter.

Each module defines the Protagonist's starting Destiny. Some games may begin with a small pool to emphasize danger and restraint. Others may begin with a larger pool to support mythic, heroic, or cinematic play.

Destiny may be spent to modify rolls. Each point of Destiny may provide:

+10 to the Protagonist's roll, or
−10 to an opponent's roll

Destiny may be spent before or after a roll if the module allows it, but the default assumption is that Destiny is declared at the point of resolution, before the final result is judged. A module should state clearly when Destiny may be spent.

Multiple points of Destiny may be spent on the same exchange, if the Director allows and the module does not limit spending. A player may also use Destiny both offensively and defensively in the same exchange, such as gaining +10 to the Protagonist's attack while imposing −10 on the enemy's defense.

Destiny is most important when the story is at stake. It should not be spent casually on every minor roll. The best use of Destiny is to turn a desperate defense, secure a crucial success, resist a deadly enemy, complete a decisive action, or survive a moment that could change the course of the campaign.

Starting Destiny

Beginning players start with the normal One-on-One Destiny assumption:

- **Starting Destiny: 2-3**
- **Maximum Destiny: 2-3**

Directors will dictate the exact amount of Destiny a player begins play with, but 2-3 is typical in most modules.

This means a new protagonist begins play with a small but significant reserve of narrative force. They are not expected to use Destiny casually. Two points is enough to change a scene, rescue a bad moment, or force a roll that would otherwise likely go the wrong way. It is not enough to solve every problem by brute spending.

If the player spends it too early, they may later face the seal break, the witness panic, the collapsing stair, the black-market betrayal, or the combat reversal with empty hands. If they hoard it too carefully, they may lose the very scene it was meant to save. The tension between using and conserving Destiny is part of what makes it effective.

Recovering Destiny

Destiny is not meant to disappear forever. It is a renewable resource, but not a casual one.

As a default rule, Destiny should be recovered when the Protagonist reaches a point of meaningful reset, completion, or emotional re-centering. This may include:

- the end of a major mission
- successful completion of an Alert or district incident
- a substantial period of safe recovery
- a true rest in safety after danger

- a major story beat where the character has earned a moment of restoration

The Director may also award 1 Destiny back during play for especially appropriate moments, such as:

- accepting a cost tied to the character's role or duty
- protecting others at real personal risk
- acting in a way that strongly honors the archetype or emotional heart of the character
- making a meaningful sacrifice that keeps the story moving
- enduring the scene's pressure in a way that deepens the campaign rather than flattening it

This should be done sparingly. Destiny should be replenished enough to matter, but not so freely that players cease respecting it.

Companions

A Companion is an important supporting character, creature, construct, mount, ally, familiar, sworn guard, apprentice, machine intelligence, bonded beast, or other recurring figure who travels with or supports the Protagonist.

A Companion is not a second full Protagonist. Companions are lighter, simpler, and more focused than player characters. They exist to enrich the story, support the Protagonist, create emotional stakes, and broaden what the lone central character can attempt.

Most Companions use a compact rules profile. The exact format depends on the module, but Companions commonly have a small number of traits, a few useful actions, and a limited way to affect danger.

Companions commonly use three core functions: **Assist**, **Screen**, and **Anchor**.

Assist

A Companion may Assist when they help the Protagonist perform an action. This might mean distracting a guard, holding a lantern, translating a phrase, spotting a weak point, providing covering movement, lending tools, adding emotional support, or contributing specialized knowledge.

When a Companion Assists, the Protagonist usually gains an Advantage on the relevant roll. The strength of the Advantage depends on how useful the Companion's help is.

Minor help may grant **+10**.

Strong help may grant **+20**.

Exceptional help, perfect positioning, or highly relevant Companion expertise may grant **+30**.

A Companion must be able to help in the fiction. A wounded mount cannot Assist with delicate lockpicking. A silent familiar cannot argue a legal case unless the setting gives it a way to do so. The Director judges whether the help applies.

Screen

A Companion may Screen when they interpose themselves between the Protagonist and danger. This may involve blocking a strike, drawing fire, dragging the Protagonist from a collapsing passage, warning them of an ambush, taking a hit, or forcing an enemy to deal with the Companion first.

Screening is powerful because it changes who is exposed to harm. A Companion who Screens may suffer danger, damage, separation, exhaustion, fear, or another consequence in place of the Protagonist.

The module defines how much harm a Companion can endure. Important Companions should not be discarded casually, but Screening should carry real risk.

Anchor

A Companion may Anchor the Protagonist emotionally, spiritually, socially, or tactically. Anchoring applies when the Companion helps the Protagonist resist fear, despair, temptation, confusion, possession, isolation, panic, or loss of purpose.

An Anchor might remind the Protagonist of an oath, call them back from rage, keep them from surrendering, stabilize them during recovery, guide them through hostile terrain, or help them remain themselves under supernatural pressure.

When a Companion Anchors, the Protagonist may gain Advantage on an appropriate roll, resist a condition, hold position, or avoid a worse narrative consequence. The exact benefit depends on the situation and module.

Starting Gear and Money

Starting gear, money, equipment, property, contacts, mounts, weapons, armor, tools, vehicles, artifacts, supplies, and social assets are determined by the setting module.

Some modules provide starting gear by archetype. Others provide a standard package, a wealth roll, a shopping allowance, or a short menu of choices. A survival game might begin with almost nothing. A high fantasy knightly game might begin with armor, weapons, retainers, and a mount. A spacefaring game might begin with weapons, tools, debts, licenses, and access to a vessel.

The module should define:

- starting money or equivalent currency;
- basic clothing and personal items;
- starting weapons, armor, tools, or trade equipment;
- any free setting-specific items;
- whether archetypes provide gear;
- whether the Protagonist begins with property, vehicles, mounts, followers, titles, or obligations.

Gear should support the Protagonist's place in the world. It should not only be a list of equipment. A noble's signet ring, a broken relic, a family blade, a forbidden book, a worn diving harness, or a half-paid ship license can all matter more than their price.

Archetypes

Some modules use **Archetypes** during character creation. An Archetype is a setting-specific character framework that helps the player quickly understand who the Protagonist is, what role they fill, and how they connect to the world.

Archetypes may represent professions, callings, castes, lineages, former lives, social stations, supernatural inheritances, factions, military roles, cultural paths, or mythic identities.

An Archetype may provide:

- recommended Attribute priorities;
- recommended Skills;
- special traits;
- starting gear;
- social position;
- contacts or enemies;
- Essence-related abilities;
- Companion options;
- obligations, taboos, duties, or story hooks.

Archetypes are used only when the module includes them. Some modules may instead use open character creation, backgrounds, lifepaths, professions, or freeform Skill selection.

An Archetype should never replace the player's character concept. It is a useful structure, not a cage. The player and Director may adjust details to fit the Protagonist, as long as the setting remains coherent and the rules remain balanced.

Time Reference

Timekeeping During Play

Time in **One on One RPG** is tracked according to the needs of the current situation. Exploration, negotiation, travel, investigation, and combat do not all require the same degree of precision. The Director should use the broadest unit of time that still makes the characters' decisions meaningful.

Moment

A **Moment** is a very brief span of fictional time. It may represent a few seconds, a quick reaction, or the immediate result of an action.

Moments are useful when determining:

- whether someone can react before a hatch closes
- how quickly poison, decompression, or fire takes effect
- what occurs immediately after a failed Test
- whether a character can reach nearby cover
- the order of closely connected events

A Moment is not normally measured precisely. It lasts only as long as the immediate action requires.

Turn

A **Turn** is one character's opportunity to act during a structured sequence, most commonly during Combat.

On a Turn, a character may normally move, attack, use a power, operate nearby equipment, assist an ally, or perform another reasonable action. The Director determines whether an unusually complex activity requires more than one Turn.

A Turn is not a fixed number of seconds. It represents enough time for the character to perform one meaningful combat action.

Round

A **Round** is completed after every active participant in a Combat or other structured sequence has had one Turn.

All Turns within a Round are considered to occur within roughly the same short span of fictional time. The exact order helps organize play, but the characters are generally moving, reacting, and fighting at the same time.

A Round usually represents several seconds, though the Director should not treat this as an exact measurement.

Effects that last for a stated number of Rounds expire after that many complete Rounds have passed.

Combat

A **Combat** is a complete violent encounter, beginning when direct hostilities become unavoidable and ending when the immediate conflict is resolved.

A Combat may end when:

- one side is defeated
- one side surrenders
- the attackers withdraw
- the Protagonist escapes
- the opponents can no longer reach one another
- circumstances make further fighting impossible

A Combat may last only one or two Rounds or continue through several changing locations. Unless an effect specifically states otherwise, an ability that lasts for one Combat remains active until the immediate encounter has ended.

A Combat is usually treated as a Scene, but a particularly long battle may contain several linked Scenes.

Scene

A **Scene** is a complete period of focused play involving one location, objective, confrontation, or dramatic situation.

Examples include:

- negotiating with a magistrate
- searching an abandoned research station
- repairing a damaged starship engine
- escaping a collapsing ruin
- crossing a hostile alien swamp
- questioning a captured pirate
- examining an unknown artifact

A Scene begins when attention settles on a meaningful situation and ends when that situation is resolved, abandoned, or replaced by a substantially different one.

A Scene has no fixed duration. It may represent a few minutes of combat, several hours of investigation, or an extended journey through dangerous terrain.

Effects that last for one Scene remain active until the current dramatic situation has clearly ended.

Extended Scene

An **Extended Scene** covers a prolonged activity that remains focused on one larger objective but may involve several Tests, complications, or changes in immediate circumstances.

Examples include:

- infiltrating a defended starport
- repairing a starship before its orbit decays
- searching a large alien complex
- surviving a running pursuit through city streets
- negotiating through several stages of a political dispute
- crossing a monster-haunted region of a planet

An Extended Scene may contain several ordinary Scenes or be governed by a Clock. The Director should use an Extended Scene when the activity deserves more attention than a single Test but does not need to be tracked minute by minute.

Travel Time

Travel Time is the period required to move between significant locations.

The Director may describe routine travel briefly. Travel should receive more attention when it involves:

- limited fuel or supplies
- pursuit
- dangerous terrain
- hostile space
- damaged vehicles
- random encounters
- navigation hazards
- meaningful choices about route or speed

Travel may be measured in Moments, Scenes, or Days depending on distance and danger.

Task Resolution

The One-on-One RPG System uses a d100 core. When the Protagonist attempts something uncertain and meaningful, roll percentile dice and compare the result to the relevant Attribute or Skill.

A roll succeeds if the result is equal to or lower than the final modified value.

A roll fails if the result is higher than the final modified value.

Do not roll for every action. If there is no pressure, no uncertainty, and no interesting consequence, the action simply happens. Rolls are for moments where

success, failure, cost, timing, danger, or degree matters.

The d100 Core Principle

To resolve a task:

1. The Director determines the relevant Attribute or Skill.
2. The Director applies Advantage, Disadvantage, situational modifiers, and any Destiny.
3. The final number becomes the modified value.
4. The player rolls d100.
5. If the result is equal to or lower than the modified value, the action succeeds.
6. If the result is higher than the modified value, the action fails.
7. Degree of Success or Failure (DoS/DoF) determines how strongly the result affects the fiction.

The modified value is the number the roll must meet or beat by rolling equal to or under it.

Attribute Rolls

Attribute rolls are used when the action depends mostly on natural capacity rather than training.

Use Might to force open a jammed gate, hold a collapsing beam, or overpower someone in raw strength.

Use Grace to keep balance, slip through a closing gap, or react with bodily precision.

Use Endurance to resist poison, survive exposure, or keep moving through exhaustion.

Use Awareness to notice danger, sense an ambush, or react to a sudden change.

Use Intellect to reason through a puzzle, recall general knowledge, or make a deduction.

Use Presence to command attention, resist social pressure, or project authority.

Attribute rolls should be used when no Skill clearly applies, when the action is instinctive, or when the module specifically calls for an Attribute Test.

An attribute test begins at **half** of its value before any modifiers are applied.

Skill Rolls

Skill rolls are used when training, practice, or specialized knowledge matters. Most important actions should use Skills rather than raw Attributes.

A Skill roll uses the character's current Skill value, modified by circumstances.

For example, if the Protagonist has Stealth 62 and gains +10 Advantage from darkness, the modified Skill Value is 72. The player succeeds on a roll of 72 or lower.

Skills are the primary engine of action because they show what the character has learned to do.

Contested Rolls

A Contested Roll occurs when two characters directly oppose one another. Examples include attack against defense, stealth against perception, deception against insight, grappling against escape, persuasion against refusal, or magic against resistance.

Both sides roll against their relevant Attribute or Skill after modifiers.

If one side succeeds and the other fails, the successful side wins.

If both sides succeed, compare Degree of Success. The side with the stronger success wins.

If both sides fail, compare Degree of Failure. The side that failed by less may earn a Lesser Win if the situation allows.

If the result is tied, the Director may preserve the current situation, call for a new approach, grant a

partial result, or allow the side with the better fictional position to prevail.

Modified Skill Value

The modified Skill Value is the final target number after all adjustments.

Start with the relevant Skill.

Add Advantage.

Subtract Disadvantage.

Apply Destiny.

Apply any other module-specific modifiers. These will typically be listed with a skill's description.

The result is the number the player must roll equal to or under.

A character with Blades 64, +10 from positioning, −20 from darkness, and +10 from Destiny has a final modified Skill Value of 64.

The calculation is:

64 + 10 − 20 + 10 = 64

The player succeeds on 64 or lower.

Degree of Success and Degree of Failure

The One-on-One RPG System cares not only whether a roll succeeds, but how well it succeeds or how badly it fails.

Degree of Success, abbreviated **DoS**, measures how far a successful roll falls under the modified value.

If the roll succeeds, calculate:

Degree of Success = Modified Skill Value − Roll

The result is the Degree of Success.

The higher the DoS, the cleaner, stronger, faster, sharper, or more controlled the result usually is.

A higher DoS may mean:

- stronger control in a contest
- quicker completion
- better positioning
- cleaner execution
- less noise
- fewer complications
- more effective combat result where margin matters
- stronger progress on a Clock or scene task

Degree of Failure, abbreviated **DoF**, measures how far a failed roll exceeds the modified value.

A low successful roll is usually better than a barely successful roll. A roll far above the target usually fails more severely than a near miss.

If the roll fails, calculate:

Degree of Failure = Roll − Modified Skill Value

The result is the Degree of Failure.

The higher the DoF, the worse the miss tends to be.

A higher DoF may mean:

- more noise
- more exposure
- worse timing
- harsher complication
- lost footing
- damaged tools
- increased suspicion
- greater scene cost
- faster escalation on a danger Clock

The Director may use DoS and DoF to judge speed, quality, damage, position, information gained, resources saved, complications avoided, or consequences suffered.

A simple success does what was intended.

A strong success may do it faster, cleaner, more quietly, with extra effect, or with better positioning.

A narrow failure may still provide information, progress, or a Lesser Win.

A severe failure may introduce danger, cost, exposure, damage, lost time, or a new complication.

Critical Success and Critical Failure

A module may use critical results to mark rare moments of exceptional fortune or disaster.

Unless the module states otherwise, a die rpll of **01 -05** is a Critical Success and a die roll of **95 - 00** is a Critical Failure.

A Critical Success should provide more than ordinary success. It may increase effect, avoid cost, create an opportunity, reveal extra information, improve position, or turn the situation sharply in the Protagonist's favor.

Outside combat, a Critical Success may mean:

- cleaner execution than expected
- extra information
- less time spent
- reduced risk
- an additional advantage gained
- stronger narrative control
- an added benefit appropriate to the action

A Critical Failure should create a meaningful complication. It does not need to be absurd or punitive, but it should matter. A weapon might be lost, an enemy might gain position, a spell might twist, a negotiation might sour, or a hidden danger might become immediate.

Outside combat, a Critical Failure may mean:

- loss of time
- making noise
- exposing intent
- breaking something
- worsening the scene
- suffering a new complication
- creating Disadvantage on what follows
- advancing a Clock more sharply than usual

Again, keep it grounded. A Critical Failure should matter, but it does not need to become slapstick unless the table's tone clearly wants that.

Criticals should serve the fiction. They should heighten important moments, not derail the game with random nonsense.

Advantage and Disadvantage

Advantage and Disadvantage represent circumstances that make an action easier or harder.

Advantage adds to the roll's target number.

Disadvantage subtracts from the roll's target number.

The standard values are:

Minor Advantage or Disadvantage: 10

Major Advantage or Disadvantage: 20

Overwhelming Advantage or Disadvantage: 30

Advantage and Disadvantage may come from tools, positioning, help, weather, injuries, cover, visibility, preparation, social leverage, terrain, surprise, magic, fear, fatigue, or any other meaningful factor.

Advantage and Disadvantage can stack when multiple factors apply. However, the Director should avoid excessive stacking that turns every roll into arithmetic. In most situations, total Advantage or Disadvantage should remain within the familiar +/-10, +/-20, or +/-30 range unless the circumstances are extreme or the module specifically allows more.

When both Advantage and Disadvantage apply, combine them before the roll.

For example, a Protagonist gains +20 for careful preparation but suffers −10 from poor visibility. The final modifier is +10.

Advantages and Disadvantages can stack, but the Director should stay disciplined. It is usually better to judge the overall weight of the scene than to count every tiny detail. In most cases, total situational adjustment should stay around **±30**.

Applied Destiny

Destiny modifies the roll after the Director establishes the normal circumstances.

A player may spend Destiny to add +10 per point to the Protagonist's roll value. This makes success more likely.

A player may also spend Destiny to impose −10 per point on an opponent's roll value. This makes the opponent less likely to succeed.

Destiny may be especially important in Contested Rolls, where a small change can alter who wins the exchange or how much Edge one side gains.

The Director may also grant, refresh, or limit Destiny according to the module's rules.

Lesser Wins

A Lesser Win occurs when a character does not fully succeed but still gains something useful, avoids the worst outcome, or fails in a way that moves the scene forward.

Lesser Wins most often appear when both sides fail a Contested Roll. In that case, the side that fails by less (lesser Degree of Failure) may gain a limited advantage.

A Lesser Win might mean:

- the Protagonist does not open the locked door, but finds another clue;
- the enemy is not defeated, but is forced back;
- the lie is not believed, but the target hesitates;
- the leap fails, but the Protagonist catches the ledge;
- the spell does not work fully, but produces a weaker effect;
- the attack does not wound, but creates pressure or position;
- the negotiation fails, but the other party reveals what they really want.

A Lesser Win should not erase failure. It should soften, redirect, or complicate it. The scene changes, but not as cleanly as the character hoped.

Clocks

Clocks are used to track progress, danger, pressure, investigation, travel, rituals, social influence, enemy plans, environmental collapse, pursuit, infection, corruption, repairs, or any other situation that unfolds over time.

A Clock represents one of five broad things:

1. Escalation
Something is getting worse over time. A breach is widening. A mob is turning. A predator is closing. A ritual is nearing completion.

2. Progress
The Protagonist is gradually accomplishing something that cannot or should not be resolved in one roll. A damaged portal is being stabilized. A barricade is being built. A frightened child is being calmed.

3. Capacity
Something has limited endurance before it breaks, flees, collapses, panics, or gives out. A barricade can only hold for so long. An escort group can only remain calm for so long. A wounded NPC can only survive so long without treatment.

4. Discovery
Information is being uncovered, assembled, or made legible over the course of action. A hidden route is being mapped. A dream pattern is being interpreted. A forged report is being exposed.

5. Competition
Two or more forces are advancing toward opposite outcomes. The Vigil is stabilizing the passage while something on the other side is trying to pry it open. The Protagonist is persuading a witness while fear is making the witness shut down. The district is being evacuated while panic is trying to outrun the instructions.

All of these are valid uses. The only real question is whether a scene becomes better, clearer, or tenser when tracked in this way.

If the answer is yes, use a Clock.

Clock Sizes

A Clock uses a die size to show its length and difficulty. Common Clock sizes are:

d4 for short or simple problems.

d6 for standard problems.

d8 for complex problems.

d10 for major or dangerous problems.

The Director creates a Clock when a task cannot be resolved by a single roll or when the pressure of accumulated progress matters.

Each successful action may advance the Clock. Strong successes may advance it further. Failures may stall progress, introduce complications, or advance an opposing Clock.

A Clock fills when enough progress has been made. Once filled, the result occurs. This may mean the Protagonist completes a ritual, repairs a damaged vehicle, escapes a pursuer, wins over a faction, deciphers a map, treats a disease, exposes a conspiracy, or reaches a destination.

Clocks can also represent threats. A rising flood, an enemy patrol, a spreading curse, a collapsing tunnel, or a political scandal may all be tracked with Clocks. When a danger Clock fills, the consequence arrives.

Clocks are especially useful in One-on-One play because they give the lone Protagonist room to act across several moments without reducing everything to a single pass-or-fail roll.

Practical table method:
Use a single die in the open to represent a Clock (**d4, d6, d8, d10**). Start at “1” and advance the face as the Clock ticks. Let the player(s) watch the numbers change and decide where they want to bleed, burn Destiny, or bargain to push those numbers back down.

Combat

Combat uses the same d100 engine as the rest of the game. Attacks, defenses, maneuvers, and special actions are resolved through Skill rolls, Attribute rolls, Contested Rolls, modifiers, Destiny, DoS, DoF, Edge, criticals, and consequences.

Combat should be dangerous, clear, and consequential. It does not need to be slow. Every exchange should change the situation.

Combat Range

Each module defines the range categories most useful to its setting, but most combats can be handled with broad fictional ranges.

Close range covers grappling, knives, claws, fists, short weapons, and body-to-body struggle.

Melee range covers swords, spears, axes, shields, natural weapons, and other hand-to-hand fighting.

Near range covers thrown weapons, short-range firearms, bows in close terrain, short spell ranges, and quick movement across a room or clearing.

Far range covers bows, rifles, long spells, battlefield distance, open terrain, or targets requiring careful aim.

Extreme range covers sniping, artillery, vehicle weapons, siege engines, long-distance magic, or other specialized attacks.

Range should affect what actions are possible and whether Advantage or Disadvantage applies. A knife is poor at Far range. A long rifle is awkward in a grapple. A spear may control approach. A bow may suffer in cramped tunnels. A spell may require line of sight, a gesture, a spoken phrase, or a stable stance.

Attack and Defense

Most attacks are resolved as Contested Rolls.

The attacker rolls the relevant attack Skill.

The defender rolls the relevant defense Skill, defensive Attribute, or other appropriate value.

If the attacker succeeds and the defender fails, the attack lands.

If both succeed, compare Degree of Success.

If both fail, the side that fails by less may gain a Lesser Win, such as better position, forced movement, lost footing, damaged gear, or pressure without injury.

The Director determines what defensive option applies. A character might dodge, parry, block, brace, dive for cover, counterspell, resist, withdraw, or endure, depending on the attack and the setting.

Advantage, Disadvantage, and Destiny in Combat

Combat uses the same modifier structure as all other rolls.

Advantage may come from flanking, surprise, height, cover, superior reach, aiming, good footing, enemy distraction, prepared stance, better equipment, or Companion Assist.

Disadvantage may come from darkness, injury, unstable ground, being outnumbered, poor range, bad footing, fear, exhaustion, awkward weapons, restricted movement, or enemy pressure.

Destiny may be spent in combat to improve the Protagonist's attack or defense, or to hinder an enemy's roll. Destiny can turn a deadly exchange, but it should remain limited enough that danger still matters.

Degree of Success and Failure in Combat

DoS and DoF determine the strength of combat outcomes.

A narrow success may barely land, create only minor pressure, or inflict a lesser result.

A strong success may strike cleanly, bypass defense, improve position, increase harm, or gain Edge.

A severe failure may expose the attacker, break formation, lose footing, create an opening, damage gear, or allow the enemy to seize the initiative.

Combat should not be reduced to hit or miss. A roll changes distance, leverage, morale, cover, weapon position, footing, visibility, and control of the scene.

Criticals in Combat

Critical Success in combat should produce a decisive benefit. It may increase harm, ignore a lesser obstacle, create strong Edge, break an enemy's position, protect an ally, or allow immediate control of the scene.

Critical Failure in combat should create a serious complication. The character may lose footing, expose themselves, damage a weapon, strike the wrong target, overextend, fall into danger, or give the enemy a strong opening.

A Critical Failure should not automatically kill a Protagonist unless the module is intentionally brutal and the fictional situation supports it. It should make the battle more dangerous and immediate.

Combat honors the game's standard critical ranges.

- **01–05** = Critical Success

- **95–100** = Critical Failure

A Critical Success on an attack becomes a **Critical Hit**.

A Critical Hit adds:

one additional die of the weapon's listed damage

So if the attack normally inflicts **1d6**, a Critical Hit inflicts **2d6** before Edge and AR are applied.

Critical Miss

A Critical Failure on an attack becomes a **Critical Miss**.

A Critical Miss may cause:

- overextension
- loss of footing
- exposed recovery
- dropped weapon
- bad position
- sudden enemy opening
- embarrassing noise at the worst time

Edge

Edge represents the advantage gained when one side performs better than the other in a combat exchange. It is based on the difference between the attacker's and defender's results, especially when both sides roll and one side clearly outperforms the other.

Edge may increase harm, improve position, create an opening, bypass protection, impose a condition, disarm an enemy, force movement, or support a follow-up action.

The module defines exactly how Edge interacts with weapons, armor, powers, or special combat rules. In general, greater Edge means a cleaner, stronger, or more decisive result.

Edge is not only about damage. A duelist may gain Edge by forcing an enemy off balance. A hunter may gain Edge by pinning prey in bad terrain. A psychic may gain Edge by cracking an enemy's concentration. A shieldbearer may gain Edge by controlling the enemy's line of attack.

Calculating Edge

If attacker wins with success vs failure

Edge = attacker DoS + defender DoF

This is the most common case.

If both succeed and attacker wins

Edge = attacker DoS − defender DoS

Both sides did something right, but the attacker still came out ahead. Edge measures by how much.

If attacker wins by mutual failure (Lesser Win)

Default assumption: this is a **positional Lesser Win**, not a damage result.

If the Director allows damage on a mutual-failure attacker win, treat the attack as having:

Edge Damage Bonus: +0

That kind of ugly mutual failure may hurt, but it should not gain a significant Edge bonus unless the fiction is extraordinarily persuasive.

Edge Damage Bonus Table

Once Edge is calculated, apply the following bonus to the rolled damage:

Edge	Edge Damage Bonus
0–9	+0
10–19	+2
20–29	+4
30+	+6

This bonus is added to rolled damage before AR is applied.

What Edge Means in the Fiction

A hit with **Edge 3** may be:

- clipped flesh

- shield-rattling bruising
- a fast glancing cut
- a hit that landed but did not own the whole moment

A hit with **Edge 16** may be:

- a clean strike into a bad opening
- a hit delivered while the foe was off-balance
- a nasty shove-cut combination
- a well-earned blow after tactical control

A hit with **Edge 31** may be:

- a devastatingly dominant exchange
- a strike delivered when the target had no good answer
- the sort of hit that changes the emotional weather of the scene immediately

Use Edge to keep damage feeling tied to how the exchange actually unfolded.

Damage, AR, and Harm

When a real hit lands, roll damage.

Weapons, natural attacks, spells, and harmful effects list their damage dice. Roll the appropriate damage, add any Edge bonus, then apply AR.

Damage Sequence

1. Roll the attack's damage dice
2. Add Critical Hit extra die if applicable
3. Add Edge Damage Bonus
4. Apply AR
5. Convert the remaining Damage Score into a Wound Tier

Armor Rating (AR)

AR is a direct reduction to incoming damage.

Subtract the defender's AR from the total damage after Edge has been added.

AR matters. It can turn dangerous hits into merely ugly ones. It can keep a player standing long enough to matter one exchange longer than expected. It can also fail to save anyone from the consequences of bad positioning, good enemy timing, or deeply impolite monster strength.

If AR reduces damage to 0, the strike may still matter fictionally:

- bruising
- shock
- shield rattle
- loss of breath
- noise
- footing loss
- gear stress
- a Clock tick
- a witness panic spike

Protection is not invulnerability.

Wound Tiers

After AR is applied, compare the remaining Damage Score to the following wound tiers:

- **1–6:** Light Wound
- **7–12:** Medium Wound
- **13–18:** Severe Wound
- **19+:** Critical Wound

This keeps harm readable, fast, and serious.

Healthy

No wound penalties apply.

The protagonist may still be stressed, rattled, bruised, or exhausted from the scene, but nothing has yet risen to wound-tier consequence.

Light Wound

The player suffers **−10** to relevant physical actions.

A Light Wound is painful, irritating, and real, but not yet crippling.

Examples:

- shallow cut
- bruised ribs
- bitten forearm
- twisted ankle
- jolted shield arm
- fast glancing burn

Medium Wound

The player suffers **−20** to relevant actions.

A Medium Wound changes behavior. The protagonist is still in the scene, but the fight has become expensive and future decisions should begin acknowledging survival.

Examples:

- deep cut
- cracked limb
- strong puncture
- heavy body blow
- significant burn
- ugly fall impact

Severe Wound

The player suffers **−30** to relevant actions.

At this point, combat becomes a matter of extraction, desperation, or one final hard act before the body ceases to be cooperative.

Examples:

- major bleeding
- collapsed leg
- badly ruined shoulder
- heavy crushing trauma
- dangerous magical injury
- near-incapacitating wound

Critical Wound

The player is **Down**.

This means incapacitated, broken, unconscious, bleeding out, pinned, or otherwise no longer meaningfully controlling the fight.

The exact fiction depends on the scene:

- sprawled unconscious
- trapped under debris
- half-dragged by the creature
- collapsed against a wall
- hanging from a broken stair edge
- conscious but no longer combat-capable

Critical Wounds are not mild inconveniences. This is the line where combat becomes aftermath.

Wound Stacking

Repeated harm matters.

Use the following approach:

Higher New Wound

If a new wound tier is higher than the current wound tier, replace the current tier with the new one.

Equal New Wound

If the new wound tier equals the current wound tier, escalate the player one tier upward.

Example:

- currently Medium
- take another Medium
- now Severe

Lower New Wound

If the new wound tier is lower than the current wound tier, the lesser wound still contributes to overall deterioration. Track it in the fiction, and if repeated lesser harm keeps accumulating under a worse active wound, the Director should escalate when it becomes clear the player is being steadily overwhelmed.

The principle is simple: once hurt, continued hurt remains dangerous.

Control Instead of Damage

Not every successful combat action is about injuring the enemy.

Many of the best combat outcomes in One-on-One are positional and controlling.

Common control intents include:

- disarm
- trip
- shove
- pin
- drive back
- block the route
- cover a retreat
- protect someone
- break contact
- spoil a ritual

Success with Control

The effect happens as intended.

Lesser Win with Control

The effect happens, but the scene takes a bite out of the player in return.

Failure with Control

The enemy holds, counters, escapes, or imposes control instead.

Rest and Recovery

Rest and recovery rules vary by setting, but the core idea is simple: harm should matter, and recovery should require safety, time, care, or appropriate resources.

A brief rest may allow a character to catch their breath, clear minor strain, regain focus, or remove short-lived penalties.

A longer rest may allow treatment of Light Wounds, recovery of limited resources, restoration of morale, repair of gear, or reduction of fatigue.

Moderate and Severe Wounds usually require more than sleep. They may require Medicine, healing arts, surgery, magic, alchemy, psychic restoration, sacred rites, advanced technology, or another setting-appropriate form of care.

The module defines how quickly Wounds recover and what rolls are required. The Director should consider the quality of shelter, available tools, cleanliness, food, water, safety, time pressure, and the character's condition.

Recovery is also a story opportunity. A resting Protagonist may have dreams, visions, visitors, obligations, complications, conversations with Companions, or consequences from earlier choices.

Rest should not simply erase danger unless the module is designed for fast heroic recovery. The more dangerous and grounded the setting, the more recovery should matter.

A setting module will often have its own specific rules governing recovery and healing, usually based on the skill set it has.

Advancement and Growth

The Protagonist improves through **Growth Points**, often abbreviated **GP**.

Growth Points are awarded by the Director according to the module's advancement guidelines. They may be granted at the end of a session, after completing major goals, when resolving important Clocks, after surviving dangerous journeys, when fulfilling vows, after meaningful discoveries, or when the Protagonist changes the world in a lasting way.

The exact award method may vary by campaign style, but the structure remains the same. A simple milestone method is usually best: **2 GP** for light progress, **3 GP** for strong progress and meaningful risk, and **4 GP** for major turning points, hard victories, or emotionally significant sessions. More objective-based or beat-based methods also work, provided the Director chooses one approach and sticks with it. Consistency matters more than cleverness here.

Growth Points may be spent to improve the character. The module defines the exact costs, but common uses include:

- increasing Skills (typically, +5 for 1 GP, until 75 or higher, then 2 GP);
- improving Attributes or special abilities (typically, +5 for 3 GP;
- gaining new traits (when applicable in a module);
- strengthening Companions (typically, for every **4 GP** the Protagonist spends, the Companion gains one parallel improvement, such as **+5** to a key rating, a new simple trait, or a suitable gear upgrade);
- increasing Destiny capacity (usually +1 Destiny for 3 GP);
- gaining new skills, spells, techniques, powers, contacts, or resources; such things typically cost at least 1 GP and in-game rping, while Specialist skills typically cost 2 GP and a rping event;
- improving social position, holdings, gear, or influence;
- recovering from lasting harm or resolving burdens.

Advancement should reflect play. A Protagonist who spends many sessions surviving in the wilderness may improve Survival, Awareness-based Skills, endurance, or local knowledge. A Protagonist who studies forbidden magic may gain new occult abilities. A Protagonist who leads troops, negotiates alliances, or rules a domain may improve social, strategic, or command-related traits.

As a rule, upgrades should be applied **between sessions**, during downtime, or at a secure resting point. Mid-session improvement should be rare and only allowed when the fiction supports it—at camp, in a safe room, in a warded hideout, after a long breath and a real pause. A chase is not the moment to remember advanced bookkeeping and become better at knives by administrative miracle.

Growth should make the Protagonist more capable, but it should also deepen the story. New power brings new obligations, enemies, temptations, and consequences. In most campaigns, skills should not rise beyond **95** without special story justification. Attributes should usually remain below the **80–85** range unless the campaign is deliberately moving toward a higher-power tone.

Group Play

The One-on-One RPG System is built first for its classic structure: one Protagonist, one Director, and a story centered tightly on a single central character. However, the same core engine can also support a small group of Protagonists when a module or campaign calls for it.

Group Play is the optional rules framework for running the One-on-One RPG System with more than one Protagonist. It keeps the same underlying mechanics: d100 Tests and Contests, Advantage and Disadvantage, Degree of Success and Degree of

Failure, Clocks, Destiny, Companions, Wounds, Edge, and scene-based consequence.

Nothing in this section replaces the core rules. It simply expands the camera.

In Group Play, the story becomes less about one singular fate and more about a shared struggle among several important characters. This can work extremely well, but it requires structure. Without it, the spotlight can sprawl, the loudest player can dominate scenes, and important moments can turn into long group discussions without clear action.

The purpose of these rules is to keep play focused. One Protagonist steps forward at a time. The others still matter. The scene has a clear question. The roll has consequence. The group acts together without dissolving into confusion.

Recommended Group Size

Group Play works best with **2–4 Protagonists** and one Director.

Larger groups are possible, but the more Protagonists there are, the more deliberately the Director must manage spotlight, pacing, Clocks, and decision-making. The system is not designed around large-party tactical play. It remains a focused dramatic engine, even when more than one Protagonist is present.

For most modules, the ideal Group Play size is **3 Protagonists**. This gives enough variety for teamwork while still allowing each character to matter sharply.

Shared Clocks

Group Play works best when pressure is tracked through shared Clocks rather than isolated individual failures.

If several Protagonists are attempting to sneak through a dangerous area, negotiate with a hostile faction, cross hazardous terrain, survive pursuit, hold a defensive position, or complete a difficult operation, the scene should not collapse into disconnected consequences every time one roll goes badly.

Instead, failed rolls, partial successes, delays, and costly choices should often advance a shared Clock.

Common shared Clocks include:

Alert for guards, enemies, witnesses, authorities, patrols, or hostile attention.

Pursuit for being tracked, chased, hunted, followed, or closed in on.

Supply for dwindling food, water, ammunition, fuel, ritual materials, medicine, trade goods, or other resources.

Morale for frightened followers, hirelings, allies, refugees, soldiers, retainers, or Companions.

Exposure for reputation damage, social suspicion, political danger, public scandal, or discovery.

Obligation for debts, favors, promises, faction claims, contracts, bargains, or unfinished duties.

Time for rituals, repairs, searches, travel, deadlines, collapsing structures, spreading fires, incoming enemies, or worsening weather.

Shared Clocks keep the whole table focused on the same danger. They also allow multiple Protagonists to contribute without requiring every mistake to become a separate subplot.

When a shared Clock fills, the consequence affects the group or the scene as a whole. The guards arrive. The bridge collapses. The enemy catches up. Supplies run out. The faction loses patience. The ritual completes. The opportunity passes.

Acting Together

When multiple Protagonists act toward a shared goal, use one of three basic structures: **Lead + Support**, **Parallel Actions**, or **Combined Outcome**.

These structures are not separate subsystems. They are simple ways to organize who rolls, who helps, and how consequences are judged.

Lead + Support

Lead + Support is the default structure for most group scenes.

Use Lead + Support when one Protagonist is clearly taking the main action and the others are helping. The approach is singular: one lock to open, one speech to give, one leap to make, one spell to complete, one wound to treat, one path to read, one enemy to distract, or one dangerous choice to make.

The lead Protagonist makes the decisive roll.

The supporting Protagonists may improve the lead's position, remove a problem, cancel Disadvantage, create Advantage, provide tools, protect the lead from fallout, or prepare a follow-up option.

A support action may grant Advantage if it meaningfully improves the lead's chance.

A small but useful support action may grant **+10 Advantage**.

A strong, directly relevant support action may grant **+20 Advantage**.

An exceptional support action, perfect preparation, or highly specialized contribution may grant **+30 Advantage**, if the Director agrees the fiction supports it.

Support may also cancel equivalent Disadvantage. For example, one Protagonist might hold a lantern steady to cancel poor visibility, keep watch to cancel the risk of surprise, or brace a rope to cancel unstable footing.

If the support action is risky, uncertain, or opposed, it may require its own roll. If it is simple, competent preparation, the Director may allow it without a roll.

Lead + Support should be the standard shape of most Group Play scenes.

Parallel Actions

Parallel Actions apply when several Protagonists perform different tasks toward one shared goal.

Use Parallel Actions when the group is not all doing the same thing, but their actions are connected.

One Protagonist distracts the guards.

One opens the gate.

One studies the warding marks.

One watches the alley.

One prepares the escape route.

Each Protagonist acts separately, but all actions contribute to the same larger objective.

Parallel Actions are useful when the Director wants the group to feel competent and active without reducing the whole scene to one roll. They also help keep different character specialties relevant.

The Director should make the stakes clear before rolls are made. A failed roll might advance a shared Clock, impose a consequence on that Protagonist, increase Disadvantage for the next action, create a complication, or force the group to change plans.

Strong success on one Parallel Action may grant Advantage to another Protagonist's action, remove a complication, reduce a Clock tick, or create a new opening.

Parallel Actions work especially well for infiltration, investigation, chases, rituals, repairs, travel hazards, social events, battlefield maneuvers, and rescue scenes.

Combined Outcome

Combined Outcome applies when everyone is truly doing the same thing at the same time.

Use Combined Outcome for actions such as forcing a barricade shut, rowing against a current, holding a gate, dragging survivors from rubble, pushing a wagon free, lifting a fallen beam, reinforcing a ritual circle, or resisting a shared environmental threat.

Combined Outcome should be used sparingly. If every group problem becomes "everyone rolls until enough people succeed," the game loses tension.

When using Combined Outcome, the Director may choose one of the following methods:

Single Lead Roll: One Protagonist rolls, and the others provide Advantage through support.

Group Threshold: Each participating Protagonist rolls. The group needs a certain number of successes before a certain number of failures.

Clock Progress: Each success advances a shared Clock. Each failure advances an opposing danger Clock or adds a complication.

Best Roll with Risk: Everyone rolls, and the best success determines the result, but each failure may still create a cost.

The Director should choose the method that best fits the scene.

Combined Outcome is strongest when the whole group is visibly straining against the same danger.

Shared Spotlight

The most important rule in Group Play is **Shared Spotlight**.

In standard one-on-one play, the camera naturally stays tight on one Protagonist. In Group Play, the camera must be managed on purpose.

At the start of each session, or at the start of a major episode within a long session, establish a simple Spotlight Order. This may be seat order, an agreed list, card draw, rotating initiative, or any other clear method.

The purpose is simple: every Protagonist should have a meaningful moment of focus before the session reaches its climax.

A meaningful scene of focus is called a **Beat**.

A Beat should have risk, stakes, and consequence. Something should change because of it.

A Beat is not just a turn to speak. It is a scene or moment where one Protagonist's decision, action, roll, or sacrifice matters.

Scene Holder

Each Beat has a **Scene Holder**.

The Scene Holder is the Protagonist currently in focus. The main question of the scene belongs to them.

Can they convince the official?

Can they cross the broken bridge?

Can they keep the soldiers from breaking formation?

Can they read the ancient inscription before the chamber floods?

Can they hold the monster's attention while the others escape?

Can they resist the voice in the dark?

If a decisive roll is required, the Scene Holder usually makes it. If the scene fails, the first and sharpest consequence usually lands on them.

This preserves the One-on-One feel even in a group. One Protagonist steps forward. The world answers that Protagonist directly.

The other Protagonists still matter. They may support the Scene Holder, contain the consequences, or create a new option.

Supporting a Beat

During another Protagonist's Beat, supporting Protagonists usually contribute in one of three ways: **Setup**, **Contain**, or **Pivot**.

These options keep support clear and useful without stealing the Scene Holder's focus.

Setup

A Setup action improves the Scene Holder's chance of success.

The supporting Protagonist might identify a hidden watcher, prepare the right tool, translate a phrase, read the terrain, hold a light, block a bad angle, distract an enemy, offer the right social cue, create an opening, or provide necessary information.

If the Setup is risky or uncertain, roll for it.

If the Setup is straightforward and the Protagonist is capable, the Director may simply allow it.

A successful Setup may grant **+10 Advantage**, cancel an equivalent Disadvantage, improve the fictional position, or allow the Scene Holder to attempt something that would otherwise be impossible.

A strong Setup may grant **+20 Advantage** if the contribution is especially direct and meaningful.

An exceptional Setup may grant **+30 Advantage** only when the supporting action is highly relevant, risky, well-executed, or perfectly suited to the problem.

Setup should not become automatic bonus stacking. The support must matter in the fiction.

Contain

A Contain action keeps failure from becoming collapse.

The supporting Protagonist might steady a witness, hold a defensive line, drag an ally clear, buy time, keep a vehicle from overturning, stop a panic, prevent evidence from being destroyed, keep a crowd from surging, or block an enemy follow-up.

Contain usually matters when the Scene Holder fails or suffers a costly partial result.

A successful Contain action may reduce a consequence, prevent an extra Clock tick, preserve key gear, protect a Companion, redirect harm, allow retreat, or keep a bad result from becoming worse.

Contain does not erase failure. It limits the damage.

Pivot

A Pivot action creates a new option.

The supporting Protagonist does not improve the current plan directly. Instead, they reveal or create another way forward.

A Pivot might identify a second exit, spot a hidden mechanism, recognize an old symbol, discover a weakness, notice an enemy's hesitation, realize a route is unsafe, expose a lie, remember a useful law, or find a way to change the terms of the scene.

A Pivot does not always grant a numerical bonus. Its value is structural. It changes what the group can choose next.

Use Pivot when the current approach is failing, too costly, or incomplete.

Spotlight Tokens

For tables that want a clear fairness tool, each Protagonist begins the session with **1 Spotlight Token**.

A player may spend a Spotlight Token during another Protagonist's Beat when their support genuinely matters.

A Spotlight Token may be spent for one of the following effects.

Make It Count

Turn a meaningful Setup into a clear **+10 Advantage** or cancel an equivalent Disadvantage, if the fiction supports it.

This option is useful when a supporting action matters but might otherwise be overlooked.

Hold the Cost

If the Scene Holder fails, the supporting Protagonist takes one defined consequence instead.

This may mean taking the wound, drawing the suspicion, accepting the obligation, being recognized, losing the item, becoming separated, suffering the condition, or attracting the enemy's attention.

The consequence must fit the scene.

Cutaway Reveal

Introduce one small but important truth discovered in the moment.

This might be a hidden latch, a familiar insignia, a second route, a structural weakness, a forgotten

custom, a coded mark, a nearby witness, or a clue that changes the group's options.

The reveal must fit the fiction. It cannot contradict established facts, erase consequences, or solve the whole scene by itself.

Spotlight Tokens refresh at the start of the next session or major episode.

Spotlight Tokens do not replace Destiny. Destiny remains personal and powerful. Spotlight Tokens are a fairness and ensemble tool. They make sure support is visible, useful, and rewarded.

Destiny in Group Play

Destiny remains personal, not pooled.

Each Protagonist has their own Destiny and spends it on their own decisive moments.

This distinction matters. If Destiny becomes a shared group resource, individual Protagonists can lose some of their dramatic weight. Personal Destiny reinforces the idea that each character has their own fate, risks, and defining moments.

The Scene Holder may spend Destiny when the camera is focused on them.

Supporting Protagonists may use Setup, Contain, Pivot, and Spotlight Tokens to influence the scene without taking over the Scene Holder's role.

A supporting Protagonist may spend Destiny on their own support roll if that roll is significant, risky, and personally consequential. The Director should allow this when the supporting action has real stakes.

Destiny should still be used for moments that matter. It should not become a routine group modifier.

Companions in Group Play

Companions should be handled carefully in Group Play.

In standard one-on-one play, a Companion can provide important support without overcrowding the story. In Group Play, too many Companions can slow the game, dilute the spotlight, and turn the table into a large cast-management exercise.

Use one of the following approaches.

Shared Companion

The group has one notable Companion attached to the whole party.

This is the cleanest method for most Group Play. The Shared Companion may Assist, Screen, or Anchor when appropriate, but does not belong exclusively to one Protagonist unless the module says otherwise.

Personal Companions

Each Protagonist may have one Companion.

This works best with very small groups. It should usually be the upper limit. If every Protagonist has multiple Companions, scenes can become crowded quickly.

Companion as Asset

Lesser followers, pets, guards, guides, hirelings, assistants, crew, or attendants may be treated as assets rather than full Companions.

An asset may grant situational Advantage, absorb a minor consequence, carry gear, hold position, help advance a Clock, or provide access to a specific capability.

Assets do not require equal camera time. They matter when relevant, then return to the background.

Companions should still be meaningful, but they should not overwhelm the Protagonists.

Growth in Group Play

Group Play uses the same Growth Point rules as standard play.

The total Growth Point award for the session should remain stable. More players should not automatically mean faster advancement.

At the end of a session, determine the total Growth Point award normally, according to the module's advancement guidelines. Then distribute that award based on meaningful Beats, important choices, consequences carried, and contributions that changed play.

A meaningful Beat is a scene or moment with real stakes. It should include at least one of the following:

- a declared roll with meaningful consequence;
- an irreversible choice;
- a major cost accepted;
- a Clock advanced, completed, or prevented;
- a serious risk taken;
- a personal goal pursued;
- a discovery that changes the direction of play;
- a scene that significantly affects another Protagonist, Companion, faction, enemy, or location.

The Scene Holder of a meaningful Beat usually earns the Primary Share.

A supporting Protagonist whose action clearly changed the outcome may earn a Secondary Share.

A Protagonist who absorbed or carried the major consequence may earn a Cost Share.

The Director should keep the total award within the normal session range. Spotlight structure should not become a point farm.

Advancement should remain fair, but not mechanical in a narrow way. Reward meaningful play, risk, consequence, and contribution.

Director Guidance for Group Play

Group Play works best when each Beat has a clear question, a clear Scene Holder, and at least two obvious ways for the rest of the group to contribute.

Avoid framing scenes as "everyone talks until something happens."

Frame scenes around specific dramatic questions.

Can one Protagonist win the official's trust?

Can another keep the crowd calm?

Can another identify whether the map is false?

Can another hold the bridge long enough for the others to cross?

Can another find a second route before the enemy arrives?

The group should feel like a band of capable individuals, not a committee waiting for the safest consensus.

Keep the camera moving.

Keep the stakes personal.

Keep shared Clocks visible.

Let one Protagonist step forward at a time.

Let the others make that step survivable.

That is the heart of Group Play: several Protagonists sharing one dangerous story while each still receives moments that feel sharp, personal, and consequential.

Using This Chapter in Setting Modules

This Rules Reference is intended to remain stable across modules. A setting book may rename certain terms, add new Skills, provide archetypes, define Essence differently, alter gear, introduce special combat options, or add genre-specific subsystems. However, the core remains the same:

Characters are built from Attributes, Skills, Destiny, and setting-specific features.

Skills begin from half their linked Attribute, rounded down.

The Protagonist receives 200 Skill Points during creation.

The standard starting Skill cap is 70%.

Resolution uses d100 rolls against a modified Attribute or Skill value.

Skill tests begin at half of their value before applying any modifiers.

Advantage and Disadvantage use +10, +20, and +30.

Destiny modifies rolls by +10 or −10 per point.

DoS and DoF measure how strongly rolls succeed or fail.

Contests compare opposed results.

Lesser Wins keep failed exchanges moving.

Clocks track extended progress and danger.

Combat uses the same core procedure, with Edge, Wounds, Control, and consequences.

Growth Points advance the Protagonist over time.

A module should focus most of its space on what makes its world unique: cultures, conflicts, magic, powers, enemies, places, archetypes, equipment, adventures, and tone. The mechanics and rules here provide the common foundation so each new setting can be played quickly, clearly, and consistently.

Beyond the Milky Way

Player Character Record

Character Name: _____ Homeworld / Origin: _____

Player: _____ Companion: _____

Race: _____ Starting Location: _____

Profession: _____ Currency: _____

Character Portrait

Primary Attributes

MGT Might	GRC Grace	END Endurance	AWR Awareness	INT Intellect	PRE Presence

Derived Values

Power Max	Current Power	Psyche Max	Current Psyche	Destiny	Current Credits / Funds

Skills

Skill	Linked Attr.	Base	Pts	Total

Magic Spells / Psionic Powers Known

Name	Cost / Notes

Gear & Resources

Weapons _____

Armor / Protection _____

Tools & Starting Gear _____

Special Items _____

Companion

Companion Name: _____

Race / Role: _____

Trait: _____

Complication: _____

Gear / Notes: _____

Notes / Background

Distinctive Features

Contacts / Faction Ties

Notes

BEYOND THE MILKY WAY
= ONE SPACE GRID (approximately 2,500 LY)
#3
THANUS
INVERNUS
NECROS
#2
TERRA
HAVEN
SCOURGE
ASGARD
SPARTA
PRISM
#1
XAM
CONCORDIA
VARGA
GALACTIC JUNK YARD
NIRVANA
SANCTUARY
JADE
DALLON
COBALT
AMBER
CHARM
MALADOR
SHOQ
FANDRI
GEHENNA
SHADOW
TRAVEL BANDS
Far 1-5 grids
Extreme 6-10 grids
Danger 11+